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[by david cassady]

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official [parasite eve] strategy guide

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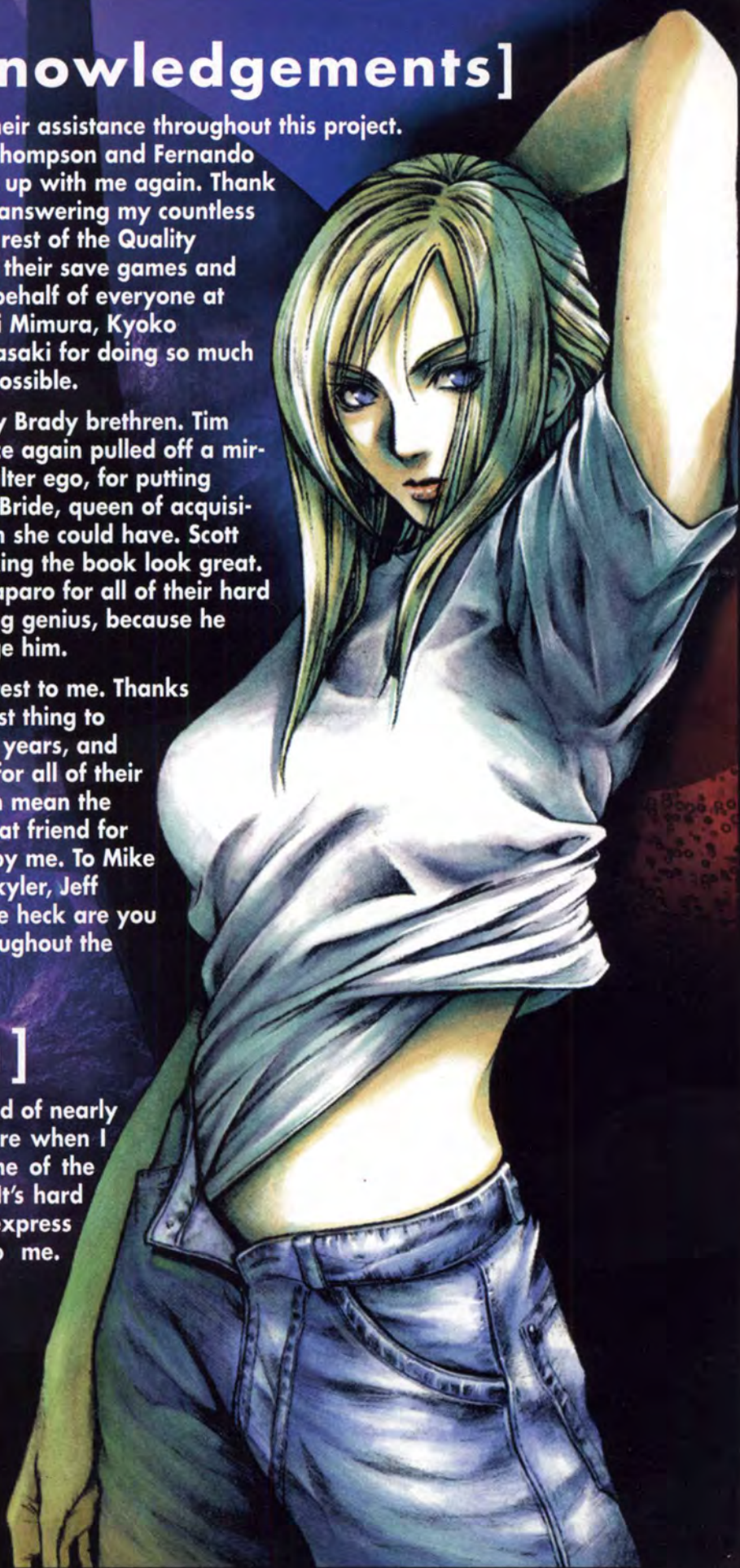
Of course, I can't forget to thank my Brady brethren. Tim Cox, the world's greatest editor, once again pulled off a miracle. Michael Owen, Jeff Gordon's alter ego, for putting together ALL of the maps. Debra McBride, queen of acquisitions, for not killing me even though she could have. Scott Watanabe, Mr. GQ himself, for making the book look great. Thanks go to Tanja Pohl and Dan Caparo for all of their hard work. David Waybright, the licensing genius, because he asked if I was going to acknowledge him.

Finally, I'd like to thank those dearest to me. Thanks go to Heather Moseman, the greatest thing to ever happen to me in twenty-seven years, and Carole Cassady, my loving mother, for all of their support in everything I do. You both mean the world to me. To Billy Gottlieb, a great friend for over ten years, thanks for sticking by me. To Mike Mastelone, Harvey Suddarth, Eric Skyler, Jeff Brock, and John Stumpf... Where the heck are you guys? Thanks for being friends throughout the years.

[Dedication]

On June 8, 1998 I lost my best friend of nearly sixteen years. She was always there when I needed her and went through some of the toughest times in my life with me. It's hard to imagine life without her or to express exactly how much she meant to me.

Star Cassady
1983-1998



Introduction

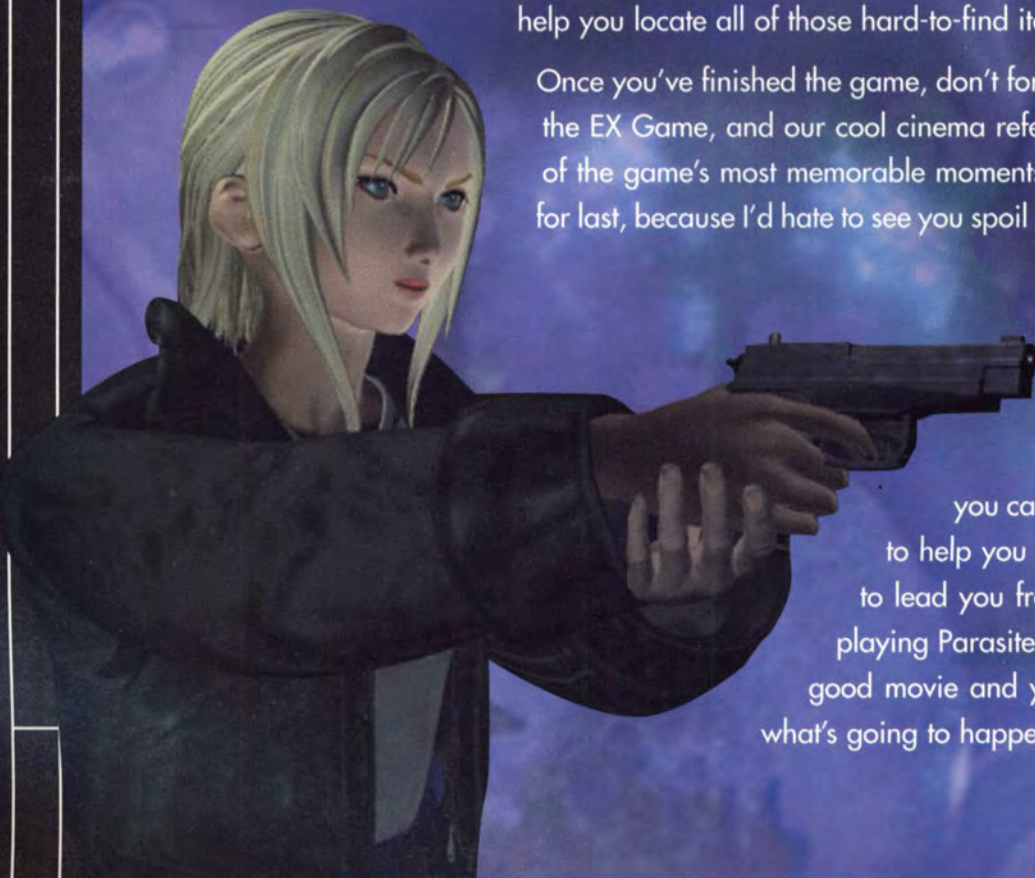
I bet most people can still remember the first time they picked up one of Square's games. Each one is a completely unique, life-absorbing, sleep-stealing, thrill ride. Now once again hundreds of thousands of us can prepare to lose ourselves in yet another one of Square's amazing adventures.

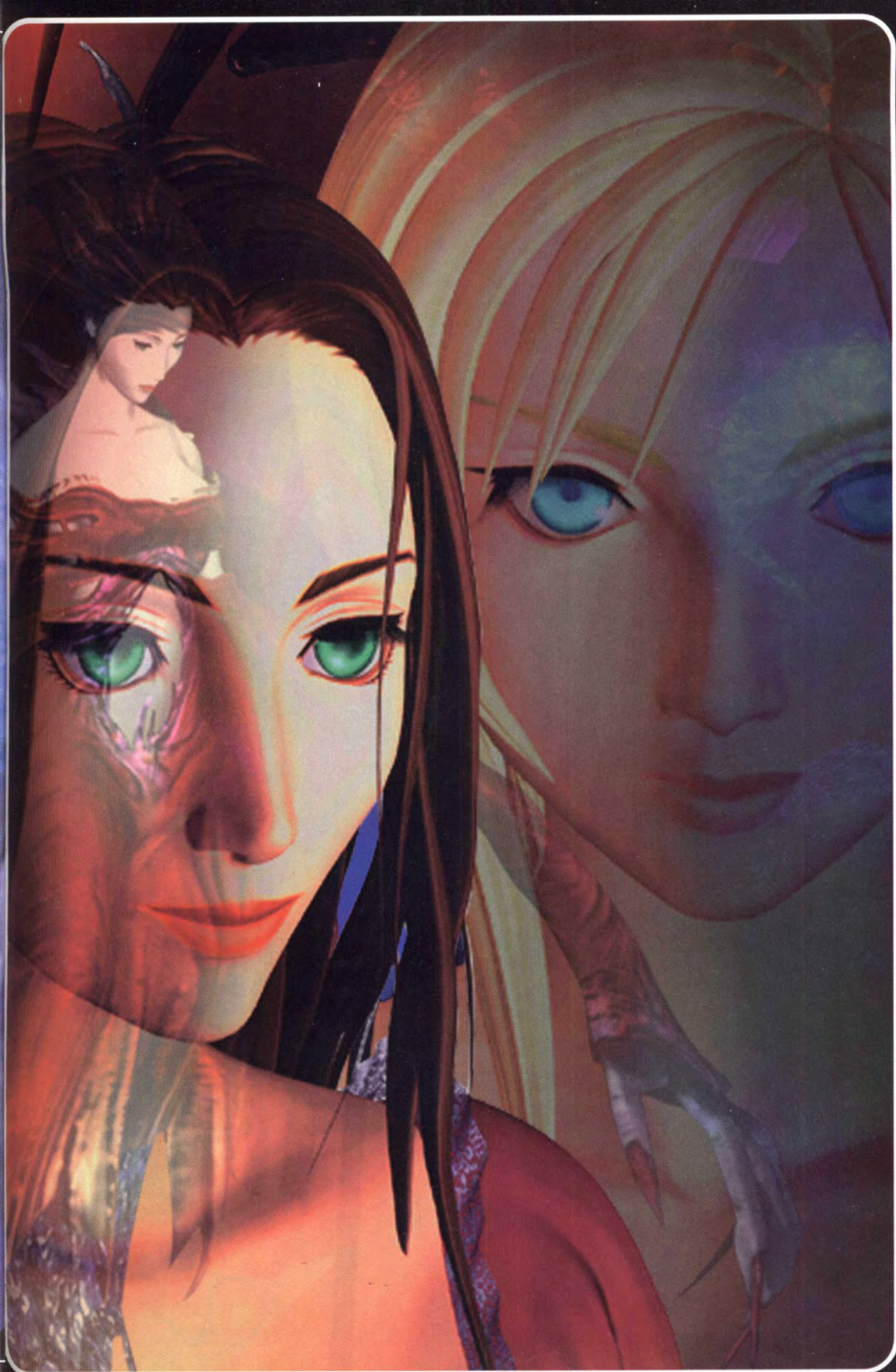
Before you begin, make sure you look through this whole guide. This is your source to help you get through the game and find all of the little Easter eggs and secrets Square puts in their games.

The first thing you should do is check out the *Game Basics*. This chapter will better help you understand all of Parasite Eve's nuances before you even get started. As you flip through the book, refer to the *Walkthrough* for help with strategy, along with two sets of maps to help you locate all of those hard-to-find items.

Once you've finished the game, don't forget to check out the secrets, the EX Game, and our cool cinema reference to help you relive all of the game's most memorable moments. Try to save these sections for last, because I'd hate to see you spoil any of the game's suspense!

Most of all, have fun playing and try to make your way through the game on your own as much as you can. This guide is really meant to help you when you're stuck, and not to lead you from start to finish. After all, playing Parasite Eve is a lot like watching a good movie and you wouldn't want to know what's going to happen in the next scene!





cast file

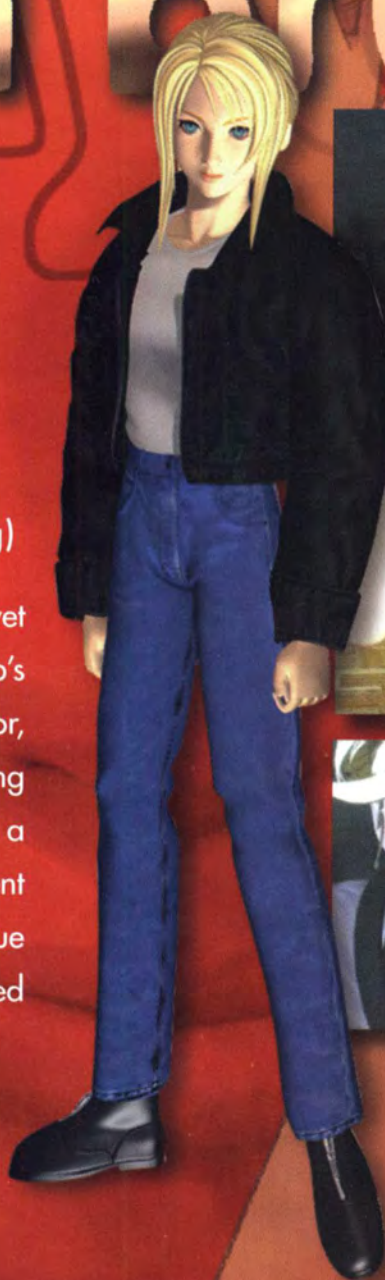
Detective Aya Brea

Age: 25

Height: 5'3" (160 cm)

Weight: 106 lbs (48 kg)

Aya is a rookie cop who has not yet proven herself or developed a cop's instincts. Her partner and mentor, Daniel Dollis, is always watching out for her, but he is sometimes a bit too protective. Aya has spent most of her life in foster homes due to a horrible car wreck that claimed the lives of her mother and sister.





EVE

Melissa Pearce

Age: 32

Height: 5'11" (180 cm)

Weight: 114 lbs (52 kg)

Melissa is a budding actress plagued by medical problems. Although she finally landed a role that could be her big break, her need for constant medication could end up getting in the way.



Detective Daniel "Bo" Dollis

Age: 42
Height: 5'11" (180 cm)
Weight: 209 lbs (95 kg)

This dedicated officer has been on the police force for many years. Now with a new partner to guide and protect, he's more dedicated than ever. Although he's a devoted father, he often sacrifices family time for his job. His dedication to his profession has contributed heavily to his current family problems.

Kunihiko Maeda

Age: 35
Height: 5'7" (170 cm)
Weight: 115 lbs (52 kg)

Maeda is a Japanese scientist who flew to New York as soon as he heard about the Eve incident. He's very knowledgeable about Eve's past attacks, and wants to help put an end to her madness.



Dr. Hans Klamp

Age: 37
Height: 5'7" (175 cm)
Weight: 141 lbs (64 kg)

Dr. Klamp is a research scientist who spends most of his time locked away inside his lab at the Museum of Natural History. He holds key information that could help put an end to Eve once and for all, but as usual he's not talking.



Douglas Baker

Age: 41
Height: 5'7" (175 cm)
Weight: 243 lbs (110 kg)

Captain Baker joined the police force at the same time as his old friend, Daniel Dollis. As time passed, Baker's career took off and he lost touch with most of his friends. Now he's seen as a tough, cold character who lost touch with the little guys.



Wayne Garcia

Age: 27
Height: 5'7" (175 cm)
Weight: 148 lbs (67 kg)

Wayne is a rebellious young cop with a passion for firearms. His passion is so powerful that he actually collects gun trading cards. It may be his ultimate goal to create his own line of high-powered weapons. Wayne is responsible for the police station's weapon storage.

Torres Owens

Age: 48
Height: 5'3" (160 cm)
Weight: 137 lbs (62 kg)

Torres works closely with Wayne and does his best to keep Wayne's gun obsession under control. Torres is a seasoned cop, but his career took a sudden turn after he lost his daughter in a gun mishap. Sworn to never fire another gun again and to help keep the gun problem under control, he took a job in the police station's Weapon Department.



Ben Dollis

Age: 8
Height: 3'11" (120 cm)
Weight: 71 lbs (32 kg)

Ben is the son of Daniel and Lorraine Dollis. He hangs out at the police station sometimes, but lately he's just been trying to get his dad's attention.



Minor Characters

Mariko Brea

Aya's mother; killed in a car accident.

Maya Brea

Aya's sister; killed in a car accident.

Lorraine

Daniel Dollis' ex-wife.

Detective Nix

A seasoned cop with a lot of attitude.

Detective Warner

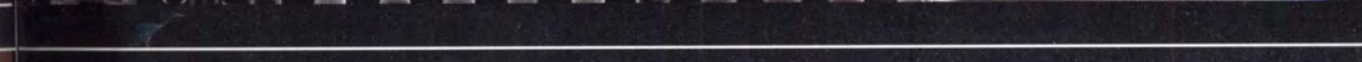
An open-minded cop.

Officer Cathy

A warmhearted and always helpful cop.



[g a m e b a s i c s]



Game Basics

Basic Training for New Players

This chapter teaches you all about the nuances of *Parasite Eve*. It covers the basics of exploration and how to make things happen, finding items and managing your inventory, boosting Aya's levels, and how to use her PE Powers. Plus, you'll learn how to modify your weapons and armor, and how to fight the many battles you'll face throughout the game. If you're not interested in everything I have to say, I at least suggest you take the time to read the weapons and armor information, because it's one of the trickier aspects of the game.

The Basics of Exploration

A large portion of *Parasite Eve* is devoted to simple exploration. Where and why you should explore is almost always dictated by the game's dialogue. If you're not paying attention, you can easily miss a subtle hint as to your next destination, so take the time to talk to everyone and carefully read everything.

Right from the start, you'll notice that Aya is sort of a slow walker. You can get around faster by holding the ● button on your controller, which makes Aya run. If you're one of the lucky few that own one of Sony's Dual Shock controllers, you can run without pressing a button by using the analog stick. There's really little reason to walk in *Parasite Eve*. The only time it comes in handy is when you're having trouble opening a door, a chest, or picking up an item. Walking helps you pinpoint the spot where you need to stand.



While wandering around, you'll encounter a lot of enemies. Fights occur in specific areas that I like to call "hot spots." Each time Aya enters a hot spot, there's a percentage chance she'll encounter enemies. This percentage is fairly high the first time you pass through a hot spot, but it decreases each time you encounter enemies in that spot. This can make level building a hassle, because after two or three fights in one spot enemies may only appear there once every five or six times.

Another important part of the game is searching for items and clues. To interact with an object, move Aya next to the object and press the X button on your controller. If nothing happens, simply move a little to one side or the other and try again. Sometimes you'll need to be in exactly the right spot to perform an action. Some of the things you can interact with include chests, people, cabinets, desks, doors, and various machines.



Some of the most important objects you'll interact with are telephones, which are used to save your game and are typically very easy to see. Each phone is called out by a blinking red light. Any time you see one, you should consider saving your game. Also, make sure you return to places like the Precinct to save your game after any major event. If not, you could find yourself having to repeat a large portion of the game.

On Day Two, you'll gain access to the World Map. This is what you use to travel from place to place. As days go by and you visit new locations, you'll have more places from which to choose. Very few locations are optional, so if you're feeling lost you should go to any new areas that may have appeared on the World Map. To select a location, press Left or Right on your controller to highlight the location you're interested in visiting, and then press **X** once. This causes the camera to zoom in on the selected building. Press **X** a second time to enter the area.



Finding Items & Managing Your Inventory

Items play a large part in *Parasite Eve*. Sometimes you'll need a specific key to advance, or a stronger weapon to get past an annoying Boss. Either way, if you don't know how to manage your inventory and where to look for items, you may end up needlessly trashing valuable, nonessential items or walking around aimlessly for hours.



The most common place to find items is in chests. These chests are reddish-brown or gray colored boxes that contain a single item. However, you can also find items lying on the ground, in cabinets, lockers, drawers, books, and even on other people. The difference between chests and the rest are that you can put items back into chests for safe storage. Or, if your inventory is full, you can always swap an item for the item in the chest. All other places are one-time only, so once you've taken the item you can't put it back in that spot. Also, if your inventory is full you'll have to make room for the new item by using or discarding another item.

To avoid this problem, you need to manage your inventory very carefully. Avoid picking up less useful items and always put single-use items like keys in storage. You should do the same with any equipment you aren't currently using.

Items can be stored at the Precinct. Wayne, the officer in charge of Weapon Storage, can always be found downstairs. Speak to him and select "Store Item" or "Store Equipment," and then transfer your unnecessary items into the Weapon Storage inventory. You can return at any time to pick them up.

In the field, you'll want to manage your inventory by limiting the number of **Cure** items and low-powered **Medicines** you pick up. Aya's Parasite Energy can take care of most of her healing needs, so save the space for other items, like keys and equipment.

[stocking up]

It's a good idea to slowly stockpile items such as Revive, Medicine 3, and Medicine 4. Stick them in Weapon Storage for use later in the game when you really need them.

Aya Up Close and Personal

As a cop, Aya may still be a little green, but she's an excellent shot with any gun and more than able to roll with the punches. Let's face it, Aya is one tough lady. Naturally, this is partly due to her mitochondria, but a lot of Aya's development is left up to you, the player.

Beefing Up

As you progress through the game, you'll slowly build Aya's PE powers, as well as her levels. Level building can be a pain for those players who are more interested in the well-scripted story rather than the glory of combat. However, eventually everyone has to bite the bullet and do a little bit of level building.



To build up Aya's levels, you'll need to take part in a few fights. Just keep walking over "hot spots" until a battle occurs. In the early stages of the game, any fight will do, but as Aya grows stronger she'll need to face tougher and tougher enemies to ensure her own growth. This is because each time Aya gains a level, she'll need a larger amount of experience to reach the next level. The game is balanced in such a way that you'll face stronger enemies as you progress. These enemies in turn offer larger amounts of experience points. So technically, as long as you don't do too much level building in one area, Aya should constantly be increasing in strength.

In the walkthrough with each of the Bosses, you'll find a suggested level. This indicates, in our opinion, the minimum level Aya should be at to face the accompanying Boss. This is great information for those of you who are more interested in getting through the game than fighting lots of battles. Keep in mind, though, that the higher Aya's level is, the easier it will be to defeat the Boss. This being the case, don't be afraid to top the suggested level.

When level building, you'll know it's time to move on when it looks like it may take you more than half an hour to reach the next level. This means you're probably just too strong for the enemies in that location, but if you move on you should be able to continue your level building soon enough.



Bonus Points



Each time Aya gains a level, she receives an amount of Bonus Points. These can be used to improve Aya's AT recharge rate, expand the amount of available space in her inventory, or to pump up the statistics on a weapon or piece of armor.

Bonus Points are deceptively important to the game. If you allocate too many Bonus Points in one area, you'll be hurting in another. For example, it isn't a bad idea to put some Bonus Points into Aya's inventory so that you can carry more equipment. However, it's better to learn how to manage your inventory with frequent trips to the Precinct rather than wasting a thousand Bonus Points on enlarging Aya's inventory.

The best things you can put your Bonus Points into are Aya's main weapon and armor. You can always transfer these points as you switch to better weapons and armor, plus you can ultimately take them with Aya to the EX Game (see the "Secrets" section for additional information).



Bonus Points are calculated in a unique way. Each monster has an amount of Bonus Points attached to it. When you fight a monster, its Bonus Points are added to your Bonus Point total if you defeat the enemy. However, each time a monster hits Aya, a predetermined amount of Bonus Points are subtracted from that creature's total bonus.

For example, take the Crow. For defeating the Crow, you'll receive 6 Bonus Points, but each time the Crow hits Aya, you'll lose 1 point from the maximum 6 points. If it hits you six or more times during a battle, then you get nothing. Obviously, it's well worth your time to dodge and shoot carefully.

[ex bonus points]

You also receive Bonus Points in the EX Game for completing days and for finishing the game. This is so you can quickly increase the power on your best weapon and defense on your best armor. You'll definitely need the extra power to defeat the Chrysler Building in the EX Game.

PE Powers

Aya's big advantage over her enemies is her Parasite Energy (PE) powers. These powers give Aya supernatural abilities that can be used to heal or protect her and to attack her enemies. You'll find the game much easier to navigate once you've mastered the use of these skills and PE management.



All PE powers use an amount of PE. PE is shown on battle screens as a green and red bar under Aya's HP. Green represents available PE, while red indicates used PE. As you use PE, it will slowly regenerate during battle. The actual amount of PE you have to play with is determined by Aya's

current PEnergy level. It is also enhanced by Aya's armor. Obviously, the more you have the better, so don't ignore the PEnergy statistic when choosing which armor to wear.

PE also only recharges so much, so don't be surprised when in the middle of a long Boss fight Aya's PE stops regenerating. This is yet another reason to learn to manage Aya's PE. Use too much at the wrong time and you may be left defenseless!

PE Trick

All right. So you can cheat a little when it comes to Aya's PE. If you're in the middle of a long battle and Aya's PE regeneration comes to a stop or at least a slow crawl, you can speed things up again with a simple armor switch. Because Aya's PE is partially determined by her armor, switching armor in the middle of battle changes her PE amount and causes it to begin refilling at a normal rate. Just be sure to switch back to your normal armor once things begin moving again.

Now let's take a look at Aya's PE powers.

Parasite Energy List

<u>Power</u>	<u>Effect</u>	<u>Learned</u>
Heal 1	Restores 30 HP	Level 1
Scan	Analyzes Enemy's HP and weaknesses	Level 4
Slow	Slows Enemy AT recharge	Level 7
Detox	Removes effects of Poison	Level 9
Heal 2	Restores 60 HP	Level 11
Barrier	Uses PE to absorb damage	Level 13
Energy Shot	Channel Energy into bullet	Level 15
Confuse	Confuses targeted enemy	Level 17
Haste	Speed up movement and AT recharge	Level 20
Heal 3	Restores 280 HP	Level 22
Gene Heal	Uses PE to slowly recover HP	Level 25
Medic	Removes all negative Status Effects	Level 28
Preraise	Revives when HP reaches zero	Level 30
Full Recover	Restores all HP and removes Status	Level 32
Liberate	Liberates Mitochondrial Control	Level 33

The Heal powers (**Heal 1**, **Heal 2**, **Heal 3**, and **Full Recover**) are perhaps the most valuable PE powers. When using them, you can heal Aya without having to fill her inventory with tons of Medicine. However, you should always have a few Medicines around just in case you run low on PE at any time.

Barrier is Aya's all-purpose defensive power. It uses Aya's PE to absorb or prevent attacks from damaging her. Each attack absorbed by Barrier uses some of Aya's PE. When her PE runs out, Barrier disappears.

Liberate is Aya's best attack power. It uses all of Aya's PE to unleash an extremely powerful attack against a group of enemies. The damage caused to each enemy varies, but you can count on the attack to typically inflict 1200+ points of damage overall.

Status Effects: Good & Bad

Aya can be affected by a large number of good and bad statuses. Good statuses are usually the result of Aya's PE or an item; bad statuses are caused by enemy attacks. Of course, Aya can also use Negative statuses against her enemies, which often helps her end battles quicker than normal.

Negative statuses can be removed by using specialized **Cure** items, or using a PE power to nullify the effect. Good statuses simply wear off after a short period of time, but you can always recast them.

Bad Status Effects

<u>Status</u>	<u>Description</u>	<u>Item Counter</u>	<u>PE Counter</u>
Poison	Aya slowly loses HP until the end of battle or the status is removed	Cure-P, Full Cure	Detox, Medic, Full Recover
Darkness	Aya's targeting dome is reduced to minimum size	Cure-D, Full Cure	Medic, Full Recover
Confusion	Aya's controls are reversed	Cure-C, Full Cure	Medic, Full Recover
Defense Down	Aya's defense is lowered	Full Cure	Medic, Full Cure
Stiffness	Aya is slowed or paralyzed and her AT is slowed	Cure-M, Full Cure	Medic, Full Recover

[cure items]

Cure items can be used before Aya is hit with a bad status effect. Thus, they prevent the bad effect rather than cure it. For example, if you use a Cure-P on Aya at the start of a battle, it will prevent a poisonous creature from poisoning her.

Good Status Effects

<u>Status</u>	<u>Description</u>	<u>PE Power</u>	<u>Armor Effect /Item</u>
Haste	Aya moves quicker and AT recharges faster	Haste	None
Barrier	Damage is absorbed by PE	Barrier	None
Gene Heal	Aya's HP is slowly restored	Gene Heal	None
Preraise	Aya is instantly brought back to life if killed in battle	Preraise	Revive
Anti-Poison	Removes (prevents) Poison from Aya's system	Detox, Medic, Full Recover	Anti-Poison/Cure-P, Full Cure
Anti-Darkness	Removes (prevents) Darkness effect during battle	Medic, Full Recover	Anti-Darkness/Cure-D, Full Cure
Anti-Confusion	Removes (prevents) Confusion effect during battle	Medic, Full Recover	Anti-Confusion/Cure-C, Full Cure
Anti-Stiffness	Removes (prevents) Stiffness effect during battle	Medic, Full Recover	Anti-Stiffness/Cure-M, Full Cure

Weapons & Armor

Perhaps the most important items you'll work with are weapons and armor. Parasite Eve gives you the ability to fine-tune your equipment so that you can take advantage of each enemy's weakness. However, if you're not careful you can just as easily cripple yourself with a poorly chosen modification. This section will help you make sense of how to properly modify your equipment, and indicate which equipment to use.

Choosing Your Equipment

With so many items from which to choose, it can be tough choosing the best equipment for your play style. This is especially true the first time you play through the game, because each new item seems to have a cool feature that you have to try. It's OK to experiment to a degree, but one wrong modification and your favorite weapon can become a nearly useless piece of scrap metal.

When picking a gun, you should keep in mind the weapon's main purpose.

Handguns

These are typically medium-range weapons with a relatively fast firing rate. Handguns are basically average weapons but a decent first choice.

Rifles

This class has the second longest attack range and is the most practical choice for most players. Rifles tend to fire slowly, which puts Aya at a greater risk during battle.

Machine Guns

Although these weapons have the fastest firing rate and hold a large amount of ammunition, they often come with special effects that can prove to be costly in battle. Otherwise, their range and attack powers are average.

Shotguns

This class is high on attack power, but short on range and ammunition. Shotguns have an extremely slow rate of fire which makes it tough to shoot more than twice in a row any time. Their biggest strength is that they all have the **Burst** effect.

Grenade Launchers

Most of these weapons come with some kind of special effect. Outside of that they have a very low firing rate, little ammunition, and mediocre range. You'll primarily use these weapons as salvage for powering up your main weapon.

Rocket Launchers

No other weapon class has as much power or range as the Rocket Launcher. However, these weapons are limited by the lack of **Rockets** found in the game. Conserve your ammunition and use this weapon only when you need to pack an extremely powerful punch.

Melee Weapons

You'll be required to carry one of these at all times. Melee weapons have no ammunition, and their range is extremely limited. You can use these to steal from your opponents.

If you choose a Rifle, you'll always have a range advantage, but you'll give up a faster firing rate. If you choose a Machine Gun, you'll be able to fire quickly, but you'll relinquish precise control over your shots. As you can see, which weapon you choose as your main weapon will factor heavily into how you can fight the enemy. Early on, you should try a weapon from each class and see which fits your style best.

Weapon & Armor Effects

Another important factor to consider when choosing your equipment is the effect(s) attached to each item. Most equipment effects are positive, but some that seem positive are actually more detrimental to you.

Weapon Effects

Effect

Description

Explosive Rounds

Weapons: M203, M203-2

Add Heat Effect to Bullets



Tranquilizer

Weapons: M79 Rounds

Add Tranquilizer to Bullets



Acid Rounds

Weapons: M79-2, M203-3

Add Acid Effect to Bullets



Cyanide Rounds

Weapons: M203-6

Add Cyanide to Bullets



Freezing Rounds

Weapons: M203-4, M79-3

Add Frost Effect to Bullets



Random Shot 1

Weapons: M11, Micro UZ, MP5PDW, Full UZ

Random rate of fire; 1.5/Hits



Random Shot 2

Weapons: MP5SD6, MP5A5

Attack all enemies with rate of fire



Burst

Weapons: M870

Spray multiple targets



Steal Item

Weapons: Club 2, Club 3

Steal items, but halves Attack Power



Steal & Attack

Weapons: Club 4

Steal during attack



Effect

Description

Quickdraw

First Attack

Weapons: Club 3, Mark 23

Critical Bonus

Critical Percentage Increases

Weapons: MAG, AK-47, Club 4

Counter

Counterattack enemy

Weapons: USP-TU, AK-47, Club 4

Command x2

Enter two Commands

Weapons: M8000, M9-3

Command x3

Enter three Commands

Weapons: M96R

Rate of Fire x2

Weapon can shoot twice per turn

Weapons: M84F, P220, G22, P226, SP1C, DE50AE2, M96R, M870, M500, MP5A5, M16A1, SG550, PSG-1, MAG, M79

Rate of Fire x3

Weapon can shoot three times per turn

Weapons: M1911A1, M9, M92F, G19, G23, M1911A2, P229, Mark23, M10B, MP5K, MP5SD6, M16A2, FA-MAS

Rate of Fire x5

Weapon can shoot five times per turn

Weapons: PPK, USP-TU, M11, Mini UZI, AK47

Rate of Fire x7

Weapon can shoot seven times per turn

Weapons: M10, MP5PDW

Rate of Fire x10

Weapon can shoot 10 times per turn

Weapons: MP5A5, P90, MP5SD6

Special Rounds: These are typically the most powerful or detrimental of effects. **Acid**, **Cyanide**, and **Tranquilizer Rounds** are valuable on any weapon. However, **Freezing** and **Explosive Rounds** are only good against creatures weak against cold or heat. If a monster is strong against cold or heat, your weapon will only cause a few points of damage with each hit if it has Freezing or Explosive Rounds.

Random Shot: This is a detrimental effect. Not only do you lose control of how many shots it will take each turn, you also lose precise control. NEVER put this on a weapon.

Burst: With this on your weapon, you can attack multiple targets with each shot. Burst gives your weapon a cone of fire; anything within the cone is hit. This is perhaps the best effect available.

Steal: You'll only find this on Melee Weapons. With this effect, you can rob your opponents of much needed items.

Quickdraw: At the start of each battle, you have a percentage chance of getting to attack first. Because this doesn't work all of the time, it does limit its overall worth.

Critical Bonus: This increases the chance that Aya will score a critical hit on an opponent. In the end, this effect is well worth having.

Counter: Each time an enemy hits Aya, there's a percentage chance that she'll automatically counterattack. You'll have to decide for yourself if this effect is worth a slot. Personally, I'd dump it unless you have plenty of empty slots on your weapon.

Command: This effect enables you to perform more than one action each turn. There's simply nothing else worth as much as this effect. When using Command, you can attack and heal or lower your weapon's rate of fire without reducing the number of shots you can take, while causing more damage with each hit.

Rate of Fire: This is the most deceptive effect in the game. Naturally, you'd think that higher is better, but a higher rate of fire means less power behind each shot. Eventually, you'll want to completely remove this effect from your main weapon and rely on Command effects for firing more than one shot each turn.

Armor Effects

Effect

Description

Auto Heal	Uses Medicine when HP is low
Auto Cure	Uses Cures to remove status
Inventory Bonus	Increases Item capacity by 1, 2, or 4
Anti-Poison	Resists Poison
Anti-Stiffness	Resists Stiffness
Anti-Darkness	Resists Darkness
Anti-Confusion	Resists Confusion
HP Up	Increases Max HP
Attack Up	Increases Attack Power
Attack Down	Decreases Attack Power
AT Slow	Active Time recharges slower
PE Light	PE burden decreases

Auto Effects: These effects are valuable because they enable you to focus on fighting, while keeping Aya from dying if the enemy gets a lucky hit. However, these effects can be annoying because you have no control over when the items are used. There's also no guarantee that they will work when needed.

Inventory Bonus: Everyone can use a bit more space in their inventory. The downside is that if your inventory is full, you won't be able to switch armor easily.

Anti Effects: Although these only give you a percentage chance of avoiding a nasty effect, they're well worth having. Eventually, you'll want to have each of these on your main armor.

Up Effects: These bonuses are always good to have. They help Aya reach her maximum potential.

Negative Effects: Attack Down, AT Slow, and PE Light should all be avoided. All they do is reduce Aya's combat effectiveness.

Modifying Equipment

Only the number of empty slots limits the number of effects that can be added to a piece of equipment. You can add slots to most equipment by having Torres or Wayne make a modification. To get them to do so, you'll need to present Torres or Wayne with a **Mod Permit**, **Trading Card**, or **Rare T Card**.

Each weapon can only handle so many slots, so keep this in mind as you're choosing how to fill them. Don't take a mediocre effect when a better one will be in your grasp a little later.

The fine-tuning of your equipment is left up to you. By using **Tools** and **Super Tools**, you can transfer effects and Plus stats from one piece of equipment to another. With enough time and scrounging, you'll be able to turn your favorite weapon into a super gun and your armor into a nearly invincible shield.



Using Tools is easy. Open Aya's in-game menu and choose the **Tune Up Icon** (gun and wrench). Select the weapon/armor you want to tune up, and then select the weapon/armor you'll be taking Plus stats or effects from. Highlight the stats or effects you want transferred on the second weapon, and the game will ask you to choose between a Tool and a Super Tool, assuming you have both in your inventory.

Tools transfer the Plus stats or one effect from an item, and then discards the item. Super Tools enable you to transfer the Plus stats or one effect from an item, but the item is left in your inventory so you can later transfer something else from it.

Tools are much more plentiful than Super Tools, so most of the time you'll be throwing away items so you can boost up your main equipment. But don't fret—you can't use all the equipment you'll find anyway!

If you add in an effect that you already have, the new effect will simply replace the old effect. For example, if your weapon has a Rate of Fire x3 and you transfer a Rate of Fire x5 to it, the Rate of Fire x3 will be replaced by the Rate of Fire x5. The same is true for Inventory Bonuses, Command Effects, Random Shots, and Steal Effects.

To remove a negative effect from a weapon, you must use a Super Tool. Highlight the effect you want to remove, and transfer it to a piece of equipment you won't be using. Remember that if you use a Tool, your weapon will be discarded.

Suggested Equipment

It has been my experience that Rifles are the best weapons. Although they fire a little slowly, they compensate with long range and higher bullet counts. Start off using the M16A1 that Torres gives you, and then upgrade as you get the chance. Eventually you'll want to get the AK47, MAG, or FA-MAS.

As far as effects go, you should get Acid Rounds, Tranquilizer Rounds, Cyanide Rounds, Critical Bonus, Command x3 or x2, Burst, Quickdraw, and Counter. Also, you should reduce your weapon's rate of fire to one shot. By doing so, you'll get maximum damage from each round.



Obviously, you can't get all of this your first time through the game, so on your first trip just go for Acid Rounds, Tranquilizer Rounds, Critical Bonus, Command x2, Burst, and a Rate of Fire x2.

In terms of armor, you'll eventually want to get the Cr Armor 2. It can hold a lot of slots and has high starting stats. Load it up with each of the Anti Effects, HP Up, Attack Up, Auto Heal, Auto Cure, and Inventory Bonus +4.



Again, this won't all be possible your first time through the game, so focus on getting as many of these effects as possible. Then you can transfer them all to your final equipment for use in the Chrysler Building.

Battle Tactics

Like any other RPG, you'll spend lots of time in battle. If you don't know what you're doing, you'll spend most of that time reloading and trying to play back to where you were last killed. This section introduces you to Parasite Eve's battle system and all of its little nuances.

Finding Battles

You'll encounter enemies in predetermined locations, which I refer to as "hot spots." Each time you pass over a hot spot, there's a percentage chance you'll enter battle. The first time you pass over a hot spot the chance is very high, but after each battle at one location, the odds of getting into a fight at that location get lower and lower.

The main reason you need to know this is for level building. Once you get into a fight, you can always return to that spot if you're looking for a fight. It's also helpful when Aya's HP is running low and you're out of PE and Medicines. By remembering these "hot spots," you'll know to avoid certain spots in fear of being wiped out by the creatures lurking there.

Attacking the Enemy



How quickly Aya can attack is determined by her AT gauge, the blue bar above her HP. Aya can only perform one action when her AT gauge is full.

To attack, press the **X** button on your controller to open the targeting dome. Select an enemy by pressing Left or Right on the control pad, and then press **X** again to assign one shot to the enemy. You can continue assigning shots until you've used up all of your weapon's available shots or until you're satisfied. To stop assigning shots before you use up your weapon's maximum number, press the **■** button.

After assigning all of your shots, Aya will begin firing. During this time, you lose control over her, so be careful how many shots you take at any one time. It's best to never shoot more than twice each turn unless you're certain Aya won't be in danger.

It's very important that you pay attention to the size of your targeting dome. Aya can easily hit anything inside the dome, but once a creature leaves its boundary, she'll have a very low chance of hitting the enemy. The size of the dome is determined by your weapon's Range, which is equal to the dome's radius. As this number increases, so will the size of the dome.

If Aya's weapon runs out of ammunition during a battle, she'll automatically reload. This stretches out her attack time, so keep an eye on her weapon's ammunition and leave her extra time for any reloading. This information can be found when targeting enemies. The current amount of ammunition in the equipped weapon and the Ammo Crate will be shown in the information box. If you really want to play it safe, you can always reload your weapon after each battle. By doing so, you'll rarely have to worry about Aya reloading in battle.



Using PE and Items

Every so often, you'll need to heal or cure Aya in battle. To do so, press the **▲** button and select the **Item Icon** for items or the **PE Icon** for PE powers. Then highlight the item or PE you want to use, and press the **X** button.



If your armor has the **Auto Heal** or **Auto Cure** effect, you normally won't have to select items for yourself. Any time Aya needs healing or curing, her armor will automatically take care of it for her. Be aware that for Auto Heal, your armor will automatically select the strongest type of medicine, such as your Full Recover or Medicine 4.

The PE bar (the green and red bar below Aya's HP) determines how often she can use PE powers. When you open Aya's PE menu, any powers that you can use with her current PE will be white, while those that can't be used will be in gray. Try to conserve Aya's PE for times when you really need it, primarily those times when you need to heal.



Rebuilding PE

Take advantage of easy battles by healing Aya and giving her PE bar time to refill. This way, you'll always have enough PE ready in case there's an extremely tough enemy just around the corner.

As Aya's level increases, she'll have a larger amount of PE to use. This amount is also adjusted by Aya's armor, because each piece of armor has a PEnergy statistic that affects Aya's PE. The higher this statistic, the more PE she'll have.

Dodging Attacks

Learning how to dodge each enemy's attacks is critical to your success. Not only does it keep Aya healthy, it also affects how many Bonus Points you receive each time Aya increases a level. There are three rules to follow when dodging attacks:

Rule #1: Keep moving at all times. If Aya doesn't stand around in one spot, her enemy will have a much tougher time hitting her.

Rule #2: Limit the number of shots Aya takes each turn. The longer she stands there shooting, the more likely it is that she'll get hit.

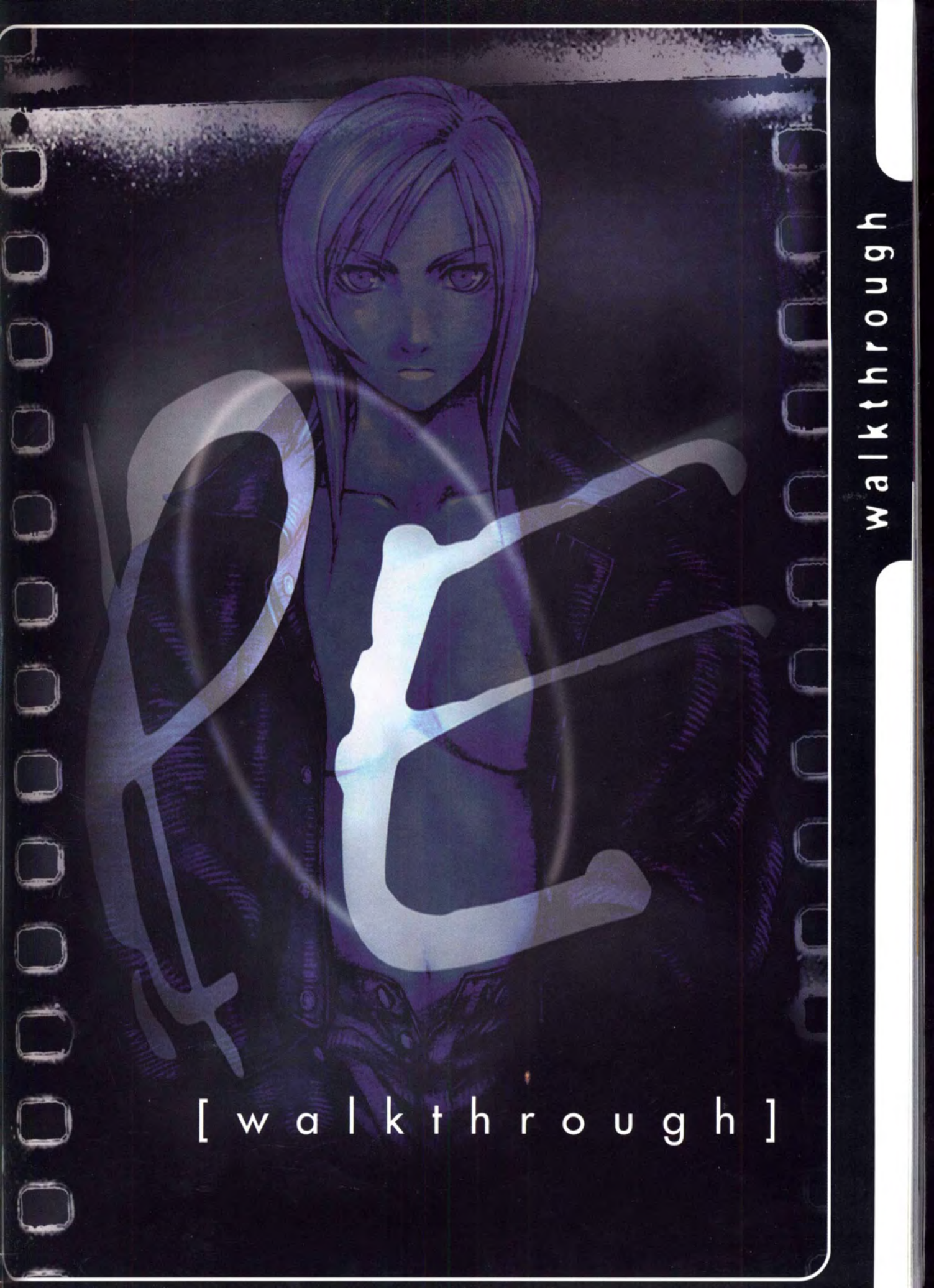
Rule #3: Read the Bestiary information. In it, you'll find detailed strategy for each enemy and how to deal with each of its attacks.

Escaping

If things are not going well or you're just trying to get to a save point, you may want to run from battle. To do so, press the **▲** button on your controller and select the **Escape Icon**. If Aya successfully escapes, she and the monsters will disappear, after which Aya will reappear at the location where the battle started.

There is a chance that Aya won't be able to escape from battle. In these cases, you can try to escape again when her AT gauge refills.

It is important to note, however, that Aya can't escape from some battles. This mainly occurs during Boss fights. To find out whether Aya can escape from a battle, check the stats for the monsters she's currently fighting.



walkthrough

[walkthrough]

Using the Walkthrough

In this chapter, you'll find strategy for each portion of the game accompanied by two sets of maps. The strategy gives you a step-by-step walkthrough of each area, indicating where you need to turn, important things to keep in mind, secrets you'll find, new equipment available, and how to defeat the Bosses. The maps provide two ways of finding your way through each area. I suggest using the illustrated maps for most of your navigational needs, while reserving the screenshot maps for those times when you just can't seem to find a door or item.

At the beginning of each section, you'll notice the following three pieces of information: enemies, weapons, and armor.

The enemy list indicates all of the enemies you'll face in that particular area, along with a page number indicating where you can find strategy on how to defeat them.



[note]

The number next to each enemy's name is a reference to help you locate each enemy's stats in the bestiary. This number has *nothing* to do with the number of that particular enemy you'll face in each area.

The weapons and armor lists show all of the weapons and armor available in that area. If two pieces of equipment are split with an "or," this means there's a percentage chance that you'll find one or the other.

In addition to the strategy for defeating each Boss, you'll find a "Suggested Level." This number indicates the level we feel Aya should be at before fighting the Bosses. It's even better to be at a higher level than the one recommended, because it makes the Boss fight a bit easier.

If you are more interested in sticking to the main path instead of finding all the little things strewn throughout the game, you can ignore most of the "Notes." These tidbits of information tend to reveal little side things you can do or provides extra bits of strategy. I suggest you read them, but it isn't necessary.

Well, enough of the talk. Let's get on with the game!

day one

December 24

[resonance]

day one

[d a y o n e]
r e s o n a n c e

Carnegie Hall

Weapons: P220 (HG)

Armor: N Protector

Enemies: Rat (1) p. 166, Parrot (1) p. 167,
Actress p. 199, Eve (1) p. 199



You begin the game at Carnegie Hall, where Aya Brea has just arrived with her date. You are then given the chance to rename Aya. Normally, I suggest that you not change a character's name to avoid confusion while using a strategy guide. However, you should feel free to name Aya whatever you want, because this is a one-woman game. After naming Aya, head into the opera house, where Aya has a run-in with destiny.



[run around]

You can make Aya run by holding the ● button on the controller. This makes getting around a lot faster and easier.

After the FMV, run up to the stage to meet the actress responsible for the recent chaos. After a short conversation, you are forced into a brief battle against the actress.

a c t r e s s

Suggested Level: 4

EXP LVL HP BONUS/MINUS

0 1 40 0/0

If you haven't read the chapter that discusses basic battle tactics, now would be a good time. Otherwise, prepare for what should be an easy and brief battle. The Actress has only one attack: an energy beam that she fires every few seconds. You can easily avoid the attack by watching the energy around the Actress. When it begins to converge on the Actress' hands, you should run to the side. This will make the beam fire just behind Aya, missing her completely.



Now is the time to counter attack. Quickly press the X button to access the targeting dome. If the Actress is outside the dome, press the ● button to cancel the action so you can shorten the distance between the two characters. When the Actress is within range, press the X button, and then press X two more times to fire two shots at her. After a few hits, the battle will end and the Actress' true identity will be revealed.



Chase Eve offstage and examine the large hole that at one time must have been a staircase. Choose the **"Forget It"** option for now, and return to the Theater's entrance. It's here where you'll find two police officers and a paramedic. Speak with the paramedic and he'll patch up Aya if she took any damage in the first fight. Then speak with the policeman on the far

right, who offers Aya some clips for her gun. Speak with him 10 times, and he'll cough up **60 rounds** of ammunition before he cuts her off.



[item chests]

There's a gray item chest backstage next to the large hole Eve left behind. Inside chests like these, you'll find useful items, armor, and weapons. Typically, they're not as easy to spot as this one, so check the maps for their exact locations and contents.



Now run back into the Theater and make your way backstage. Hop down the large hole and follow the hall into the dressing room area.

Upon your first examination of the area, you'll notice that the doors are locked, so you'll have to return here once you get a key. Head for the end of the hall, and you'll have an encounter with a sewer rat that's been transformed by Eve's strange powers.

[battle tip]

During combat, you may want to conserve ammunition. To do so, access the Status screen by pressing the $\blacktriangle$ button, and then select the Weapon Icon. Now you can switch to the Club 1 (a short-range melee weapon), which doesn't require ammunition. Keep in mind, however, that the game tends to award ammunition after a battle if you used a gun.



After defeating the Rat, continue to the end of the hall and check the last door on the left. Inside you'll find a burned actor leaning heavily on a desk.

Have Aya knock this person over, and then search the carcass



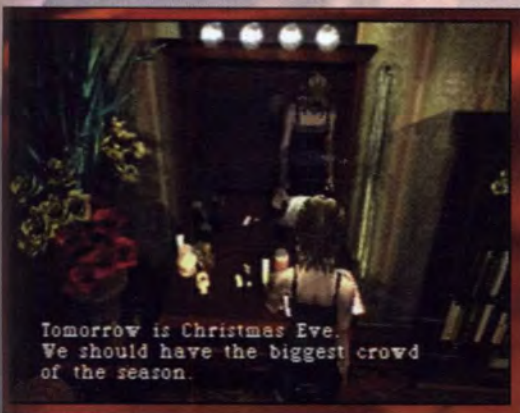
to find the **Theater Key**. Now you can unlock most of the locked doors in the hallway. Also, don't miss the chest hidden next to the desk.

[saving your game]

There's a flashing red light on the desk in this room. This light denotes a telephone that serves as a save point. Have Aya grab the phone (by pressing the X button), and then follow the on-screen prompts to save your game.



Now that you have pretty much free reign of the place, you should check each of the rooms along the hall. You'll find lots of items in chests, dressers, and lockers. The only room you must enter, Melissa the Actress' dressing room, is one door south of where you found the Theater Key.



Inside Melissa's dressing room, you'll find her **diary** on her desk. Make sure you read it completely, because you'll find the **Rehearse Key** after the last page. This key gives you access to the Rehearsal Room at the end of the hall, but don't go there just yet.



[weapons & armor]

Check out the first door on the left as you enter the hall. Inside the closet in this room, you'll find a new gun, the P220 Handgun. There's also a hidden area in the northwest corner. Bust out the loose plaster, and you'll find a chest containing the N Protector armor.



Take a little time to explore the remaining rooms, collect items, and build levels by fighting creatures. If you're looking for enemies, you'll find them in specific spots I like to call "hot spots." For example, the area in which you fought the Rat is a hot spot. Each time you walk through that area, there's a chance that you'll encounter some enemies. Remember these spots and crisscross them, leaving and re-entering the area to build up Aya's powers.

[healing and parasite energy]

During battle, you may need to heal Aya. To do so, open the Status screen by pressing the ▲ button, and then choose one of the following options. You can use Medicines and Cures by selecting the Item icon and choosing an item. This is great as long as you have an item to use. However, these items are rare, so you'll want to rely more on Aya's Parasite Energy (PE).



To use PE, open the menu and select the PE icon. This accesses a list of Aya's Parasite Powers. She begins the game with Heal 1, an ability that restores 30 HP, and will gain additional powers as she acquires more experience. Using one of these powers will consume a certain amount of PE. If Aya doesn't have enough PE to use a power, the power will appear in gray instead of the usual white. Try to rely on Aya's healing powers and conserve your Medicines for those times when things get really rough.



Next, you should try to raise Aya's level to 4. Once you're ready, head for the double doors of the Rehearsal Room at the end of the hall. Inside this room, you'll find Eve tinkering away at the piano.

e v e (1)

Suggested Level: 4

EXP	LVL	HP	BONUS/MINUS
0	1	40	0/0

Eve is a little tougher this time, but not much. Instead of shooting one beam, she now shoots two and can sweep the beams across the room, which makes them tougher to dodge.



Stay a good distance away from Eve so as to avoid her when she begins floating around the room. As soon as she begins to charge up energy, you should stand still because she'll shoot

beams on both sides of Aya. Sometimes she remains motionless, but at other times she'll slowly move from side to side while shooting. Do your best to stay between the beams without touching one.



Eve: ...until your mitochondria is completely FREE...

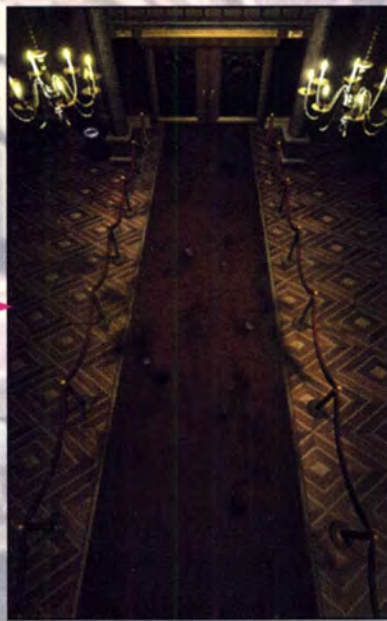
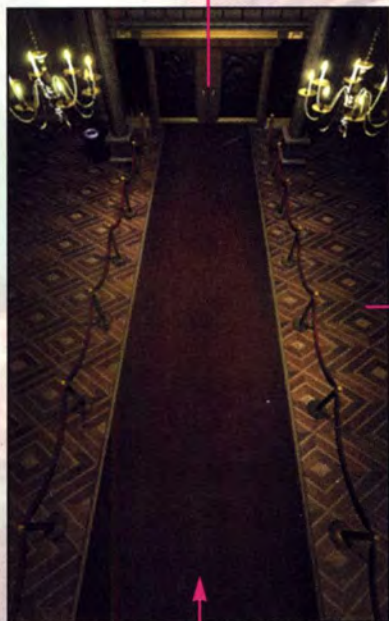
When the beams disappear, quickly take two shots at Eve, and then prepare for her next attack. If you raised Aya's level up to 4 or 5, the battle should go quickly.

After the battle, check behind the piano to find another hole in the floor. Jump in and continue the chase.

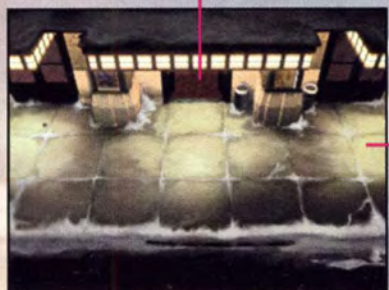
Carnegie Hall Maps, Day One



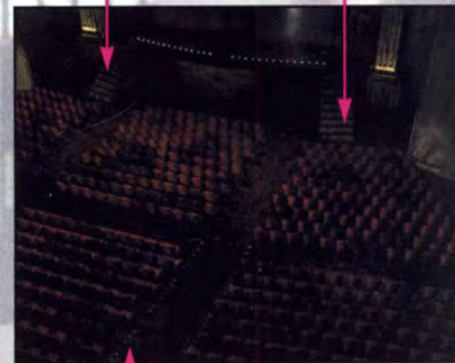
Medicine 1



Boss



Ammo +6
(from cop; x10)





Rehearse Key

P220 Handgun

N Protector



Defense +1
or Offense +1

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Medicine 1
or Ammo +6



To Sewers

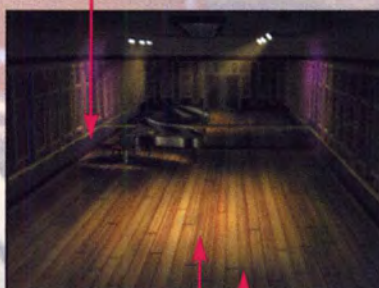


Medicine 1



Save Point

Theater Key



continued from
previous page

Ammo +6



Boss

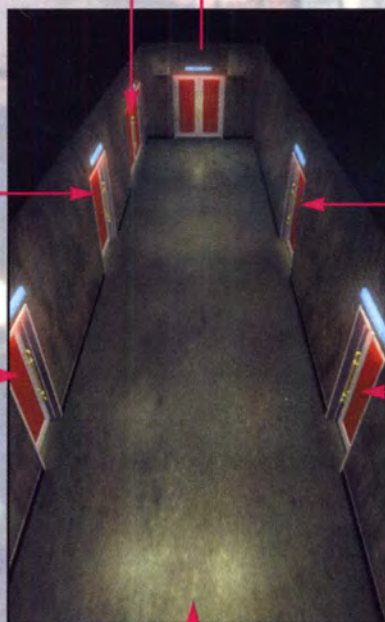
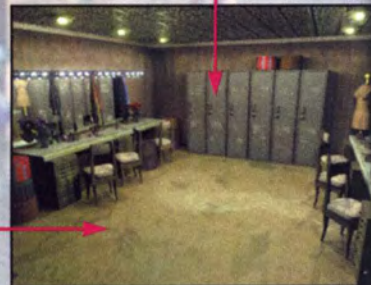
Ammo +

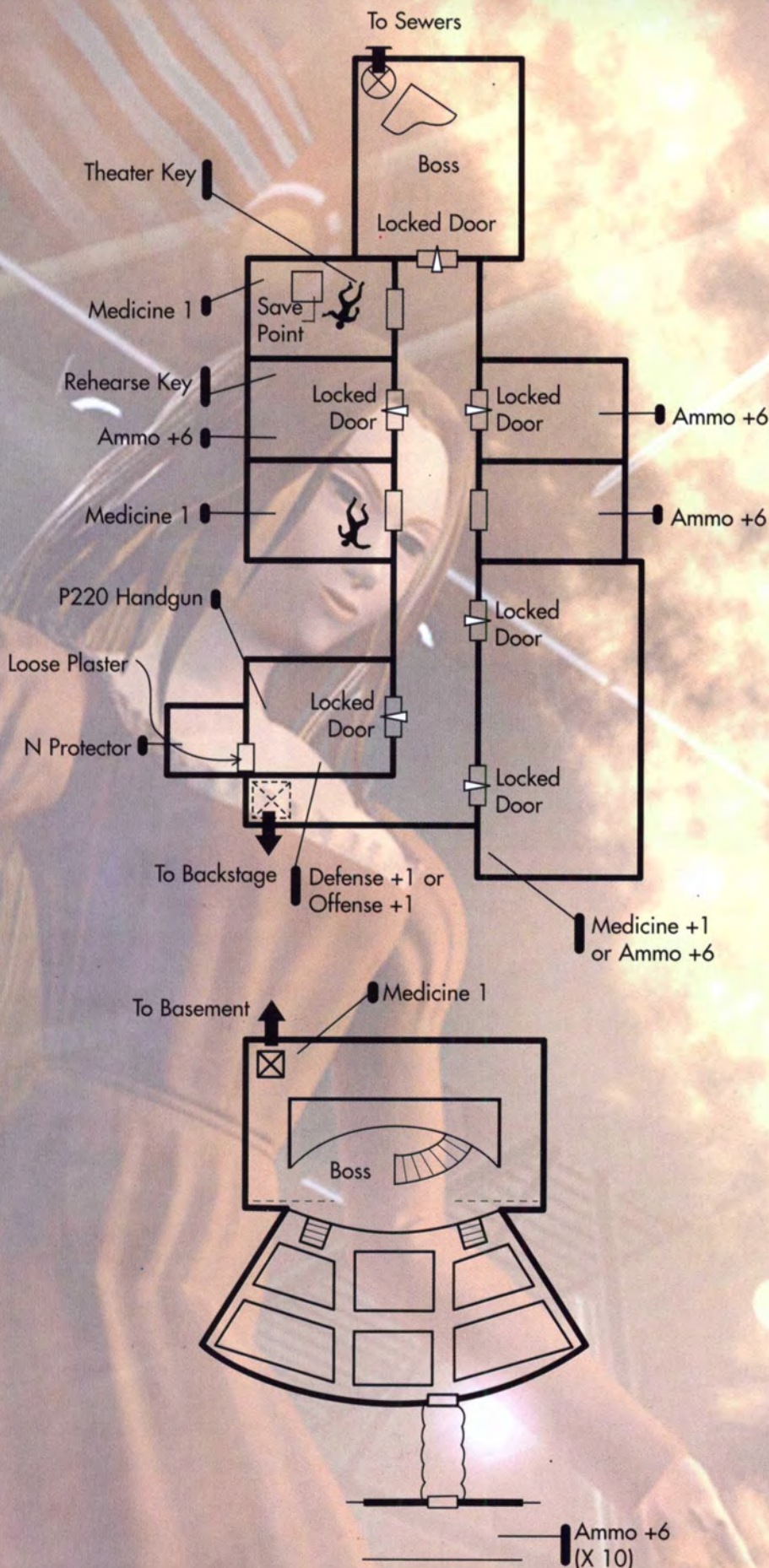


Medicine 1



Ammo +6





Carnegie Hall Sewers

Weapons: M1911A1 (HG)

Armor: Kv Vest 1

Enemies: Rat (1) p. 166, Frog (1) p. 168,
Alligator (1) p. 182



As you enter the Sewers, head to the north and battle your way to the stairs. Head up either side and run your way around. You should do this for two reasons: 1) You'll probably fight a couple of Rats, which tend to drop the valuable **Revive** healing item; 2) It's easier to spot the two chests hidden below.

[inventory problems]

If you're running low on space, you may need to ditch a few items. If you're trying to grab an item from a chest, you can just swap one of your items for the item in the box. That item will remain there, so you can always return for it later or switch back if you don't like the item you get. However, you can only store items in chests. So, if you try to take an item from a dresser and your inventory is full, you'll either have to discard an item or find an empty chest and come back later.



Head back down and grab the **M1911A1 Handgun** out of the chest on the side and go to the north. Aya bumps into another apparition, which runs off to the west. Don't follow it just yet, but make a mental note of where it went.

Now head toward the back and locate the two chests you could see from above. Then search the east wall and you'll find a **hidden room** containing some cool stuff. Return to where Aya saw the ghostly girl, clean out the last chest, and then head to the west.



There's a locked gate at the end of the hall.

Examine the switch box next to it and you'll be given the following two options: "Open the gate" or "Use the phone." Go ahead and open the gate, but use the phone to save your game as well. One general rule you should always remember: If the game

offers you a chance to save, then there's probably something really nasty just around the corner!

Head to the north and Aya will have yet another run-in with Eve; however, this time she's brought along a friend for Aya to play with!

alligator (1)

Suggested Level: 6

EXP	LVL	HP	BONUS/MINUS
30	7	120	31/3

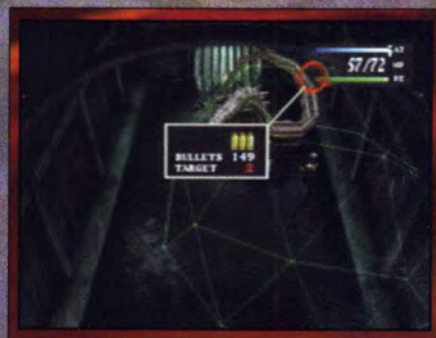
The Alligator presents Aya with her first challenging fight. Unlike previous Bosses, the Alligator is made up of two targets, the head and the tail. You should first concentrate on the tail, and then switch your focus once the tail is out of commission.



The tail has two different attacks. If you're too close, it will simply swipe at Aya. If you keep some distance between Aya and the tail, the Alligator will use it to throw four boomerang-shaped energy bolts. Try to keep your distance and wait for this Boss to use its energy attack. Avoid it by running away from the first of the attacks, and then quickly get beside the creature. From this position, you should be able to get a clean shot at its the tail.



After several hits, the battle view will change and the Alligator will change its strategy. Now it will attempt to bite Aya or to mow her down with its fire breath. You must keep your distance to avoid getting bitten. Note that the moment the Alligator



turns its

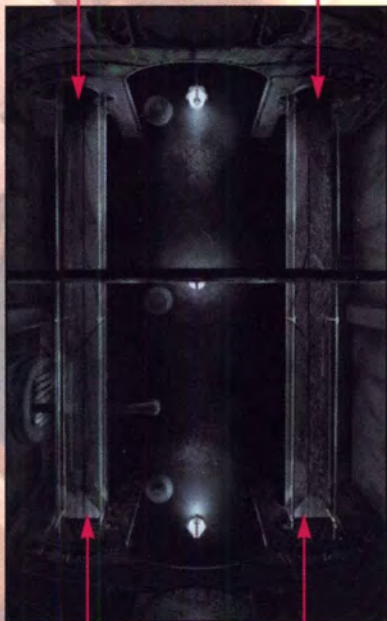
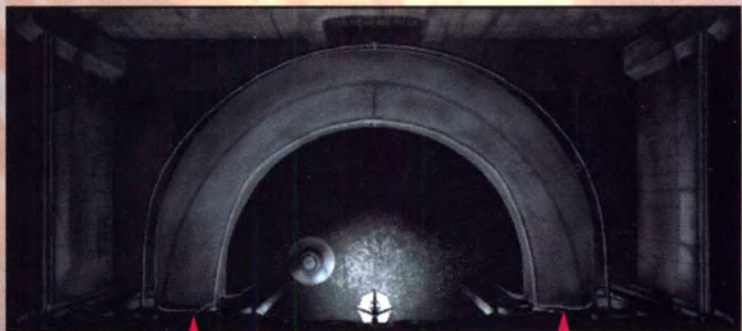
focus to Aya, you should run toward the creature's side. Quickly fire twice at the head, and then get back and prepare for the next attack.



Sewer Maps,
Day One

SEWERS

day one

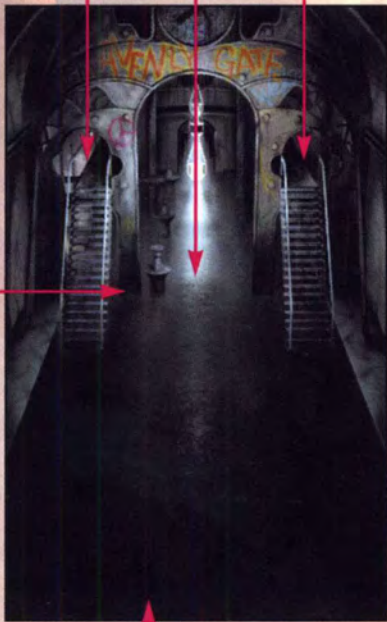


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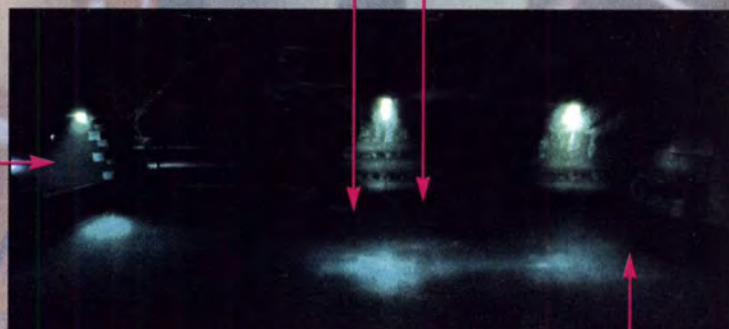
From Basement

M1911A1
Handgun





Boss
(Kv Vest 1)



Ammo +15
or Cure-P

PE +1
or Range +2

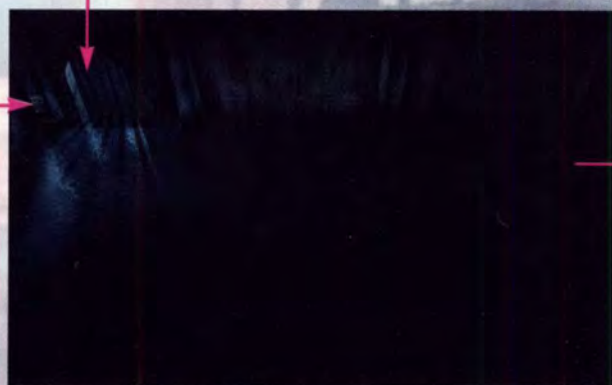
Offense +2 (20%) or Offense +1 (80%)



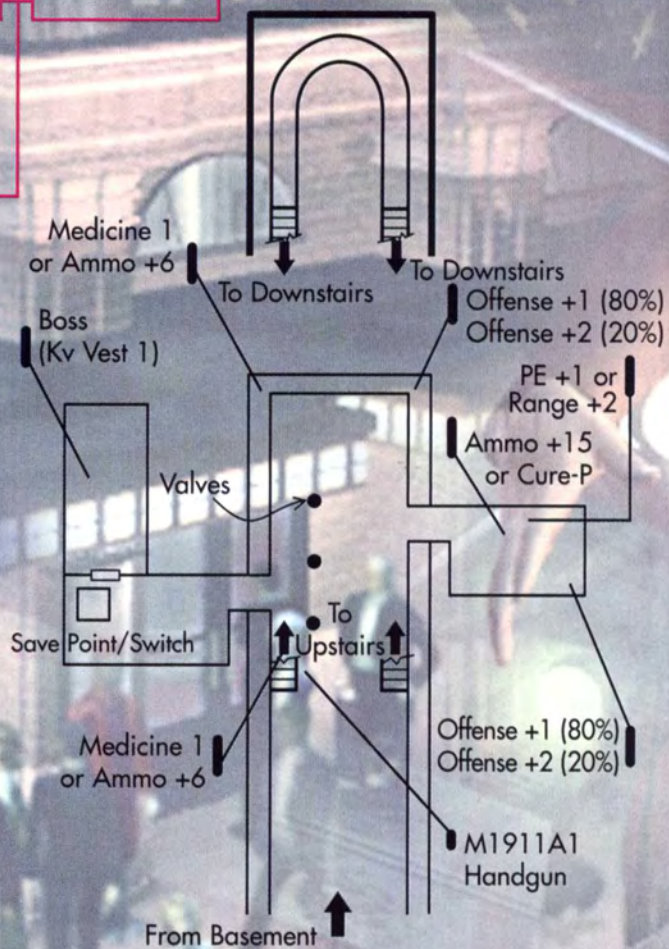
Medicine 1
or Ammo +6

Medicine 1
or Ammo +6

Offense +1 (80%)
or Offense +2 (20%)



Save Point/Switch



day two

D e c e m b e r 2 5

[f u s i o n]

day two

[d a y t w o]
f u s i o n

N.Y.P.D. 17th Precinct

Weapons: M16A1 (RI)

Armor: Cm Vest 1

Enemies: None

As you begin Day Two, you'll meet a lot of Aya's friends and associates at the police station. After Captain Baker gives Aya a **Mod Permit**, you should head downstairs to the Weapon Department to pick up a new sidearm.



[locker room]

On your way to the Weapon Department, you should stop in the Locker Room just outside of the Detectives' Office. Inside this room, you can pick up a couple of items from the lockers, including a Cm Vest 1.



Upon entering the Weapon Department, you'll meet Wayne and Torres. Wayne is in charge of Weapon Storage and can take any spare items, armor, and weapons from you. You can get these items back at any time by making a return visit. Torres is in charge of all weapons. He'll give you a sweet new gun, the **M16A1 Rifle**, and a brief lecture about the evils of firearms.

If you'd like, Torres can modify a weapon for you. By modifying a weapon, you add a slot to a weapon. You can later fill these slots with special weapon effects that you'll transfer from other weapons to your main weapon. Unfortunately, Torres will only modify a weapon if you have a Mod Permit and Baker is pretty stingy with them. Remember that you don't have to modify a weapon right now, so you may want to put the Mod Permit in storage until later.



[manage inventory]

In *Parasite Eve*, inventory space is a valuable commodity, so make frequent visits to Wayne and dump any unnecessary equipment. Otherwise, you may miss out on some great items because your inventory is full.

Once Torres is done with you, Wayne will give you a brief tutorial on using **Tools** to alter weapons. Now would be a really good time for you to read the "Weapon Modification" information in the weapons section of this book. You can get your first Tool in the chest next to Wayne. You may want to use it now to move the Plus Stats you accumulated on your main Day One weapon to your shiny new M16A1.



To do so, you must have the M16A1 and your gun from Day One in your inventory. Open the menu and choose the Tool Icon near the bottom, and then select the M16A1 and the other weapon. Highlight the Plus Stats on the old weapon and press the **X** button. This permanently discards the old weapon, thereby moving the Plus Stats to the M16A1. If this doesn't sound appealing, you may want to move the **Auto Heal** effect from the Cm Vest 1 to the

Kv Vest 1. Auto Heal is an extremely useful effect, but the Cm Vest 1 isn't as strong as the Kv Vest 1. By moving the Auto Heal from one to the other, you can have the best of both worlds.

[weapon department chests]

The chests in the back of the Weapon Department contain ammunition and medicine. After each major event, these two chests refill, sometimes with better items, so be sure to visit this location frequently.



Return upstairs and you'll notice a small boy at the end of the hall. This is Ben, Daniel's aforementioned son. Stop and pay him a visit, and then go speak with Captain Baker again.

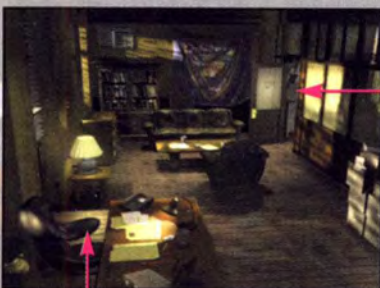
After the press conference, you should save your game in the Detectives Office and then head outside to meet Daniel. Select the Museum on the World Map by highlighting the location and pressing the X button.

N.Y.P.D. Maps, Day Two



Ammo +6 (Day 2)
Ammo +15 (Day 3-4)
Ammo +30 (Day 5)

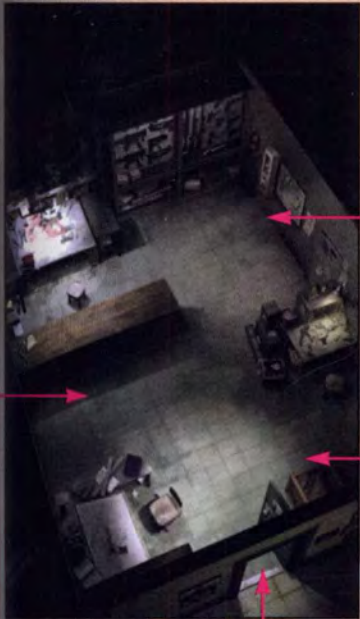
M16A1



Mod Permit (from Baker)



Save Point



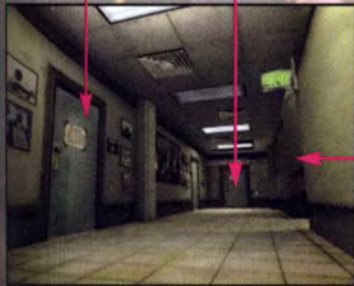
Medicine 1 (Day 2)
Medicine 2 (Day 3-4)
Medicine 3 (Day 5)



Mod Permit
(from Baker)

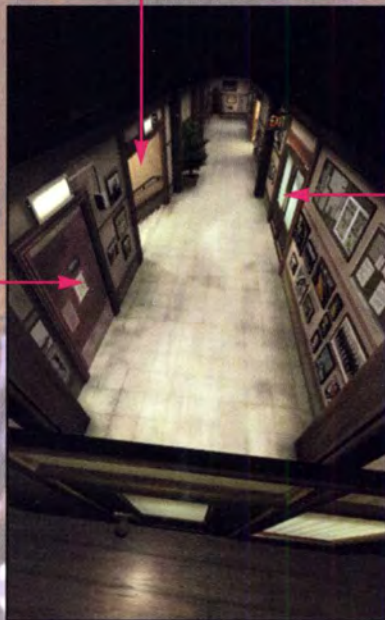


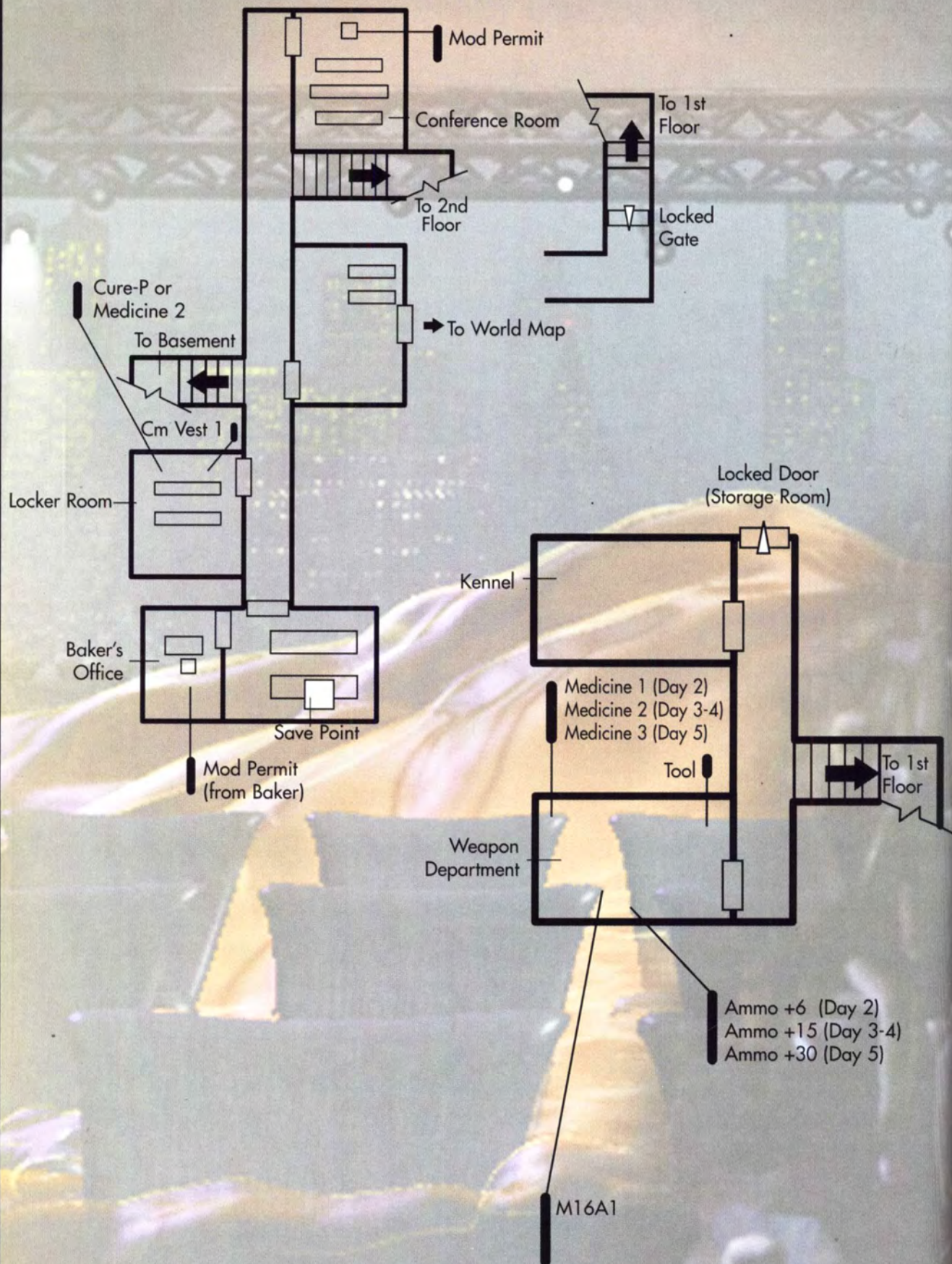
Tool



Cure-P or
Medicine 2

Cm Vest 1





American Museum of Natural History

MUSEUM

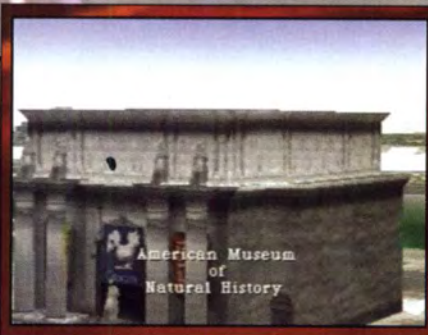
day two

You're now headed to the Museum to speak with Dr. Hans Klamp, the foremost authority on mitochondria. Speak with the guard when you arrive and he'll let you inside. Before you can see the doctor, however, you need to sign the guest book on the front desk. You can also save your game if you want by using the phone on the wall.



[chocobo cameo]

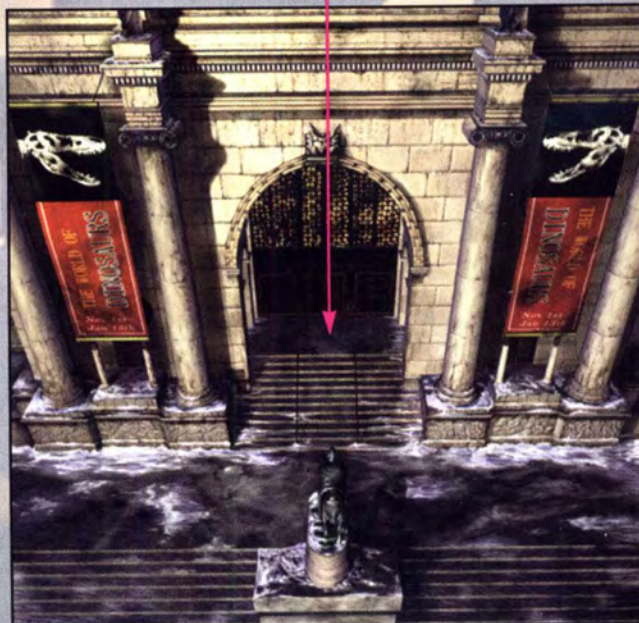
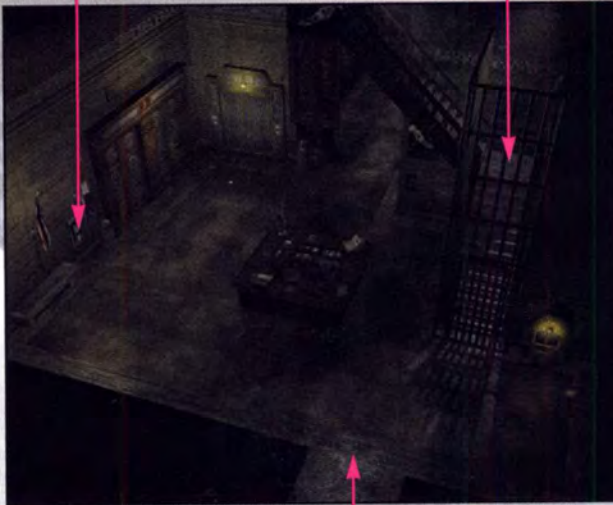
Did you happen to notice the banner on the front of the Museum? Check out the World Map model closely, and you'll see the folks at Square managed to sneak in a Final Fantasy reference!

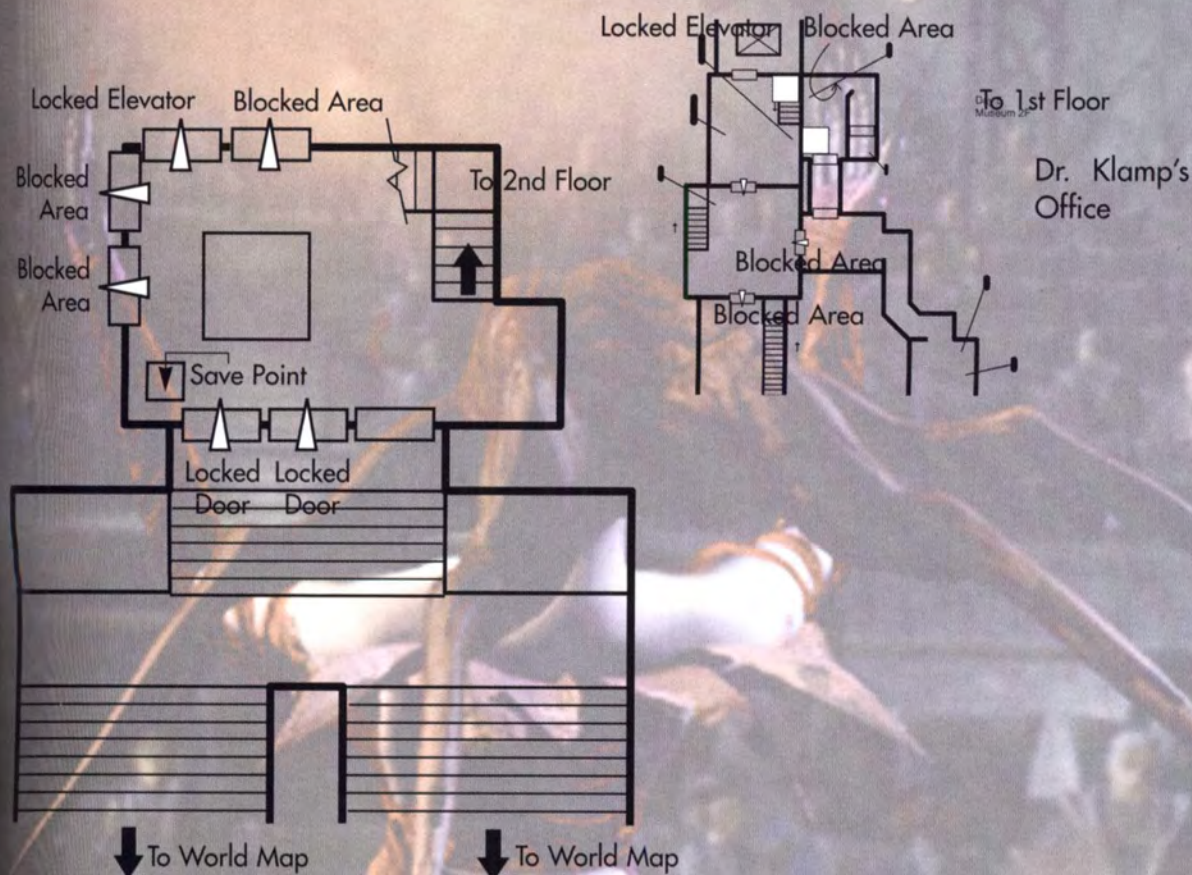


Go upstairs and speak with the always-congenial Dr. Klamp. Eventually, Klamp gives Aya and Daniel the cold shoulder. Return to the police station (N.Y.P.D. #17) to let the others know what's going on.

Museum Maps, Day 2

Save Point

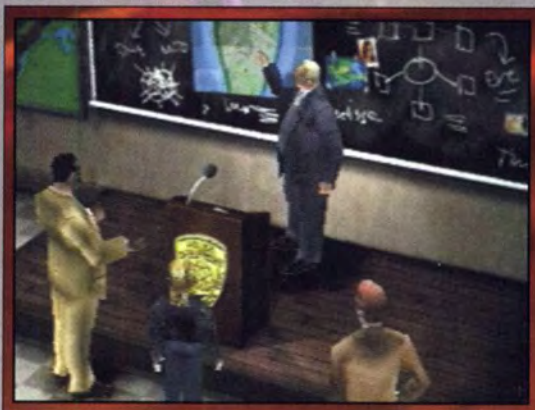




N.Y.P.D. 17th Precinct

Upon arriving at the police station, follow Daniel to the Conference Room, where you learn that you must go to Central Park in search of Eve. You also receive another **Mod Permit** from Captain Baker.

Make a stop at the Weapon Department to pick up some more ammunition and a **Medicine 1**. You may also choose to use your new Mod Permit or put it in storage. When you're ready, leave the police station and head toward Central Park.



Central Park

Weapons: M9 or P8 (HG), M203 (GL)

Armor: Sp Vest 1, Sv Vest 1

Enemies: Snake (1) p. 168, Poison Snake (1) p. 168, Crow (1) p. 170, Monkey (1) p. 169, Plant (1) p. 171, Bear (1) p. 170, Giantworms (1) p. 183



Head into Central Park and be sure to use the pay phone to save your game. There are some hard-to-see chests in this area, so make sure you check the maps for their exact locations.

Enter the Central Park Zoo and head to the northwest toward the office. Search the drawers and cabinets to find some more items. Most important of these items is the **Zoo Key**, which you'll need to advance past the zoo and to get into the snake exhibit. To gain access to the second cabinet, you must push aside the bed.

[modify with care]

With the M203 Grenade Launcher more than likely in your possession, you'll get your first chance to add a special weapon effect to your main weapon; however, you may not want to do so. Effects such as Explosive Rounds and Freezing Rounds add heat and cold effects to your weapons. This is great if you're fighting a creature that's weak against such effects, but a creature that's strong against one or the other will be practically immune to your attacks.



Inside the zoo, you'll find that Snakes are immune to heat. This means you must use a second weapon on them if you're going to add the heat effect to your weapon. In general, I suggest you NEVER add Explosive or Freezing Rounds to your weapons. It's just too constraining and not worth the extra damage you can cause to a few creatures.

Now head to the east to the opposite side of the complex. There are lots of little side areas to explore, and they're all full of items. You should examine these areas and clean out chests as you go.

[need a tool?]

Examine the chest in the courtyard. You may find your second Tool in this chest, which will enable you to make another modification if you want.

After passing the snake exhibit, you can take the next path to the north and leave the zoo. However, I advise you to continue to the east first to get all the cool stuff. When you're ready, proceed to the north and you'll automatically use the **Zoo Key** to unlock the gate.

After leaving the zoo, head to the north, toward the Amphitheater where Eve is about to begin her performance. Upon cue, run out of the

Amphitheater and to the east to get backstage. Leave the Amphitheater and follow the little girl's apparition to the west.



Don't pass up the gazebo. There are two items hidden inside, plus there's a phone in back. As you follow the apparition, you'll reach your goal the fastest way possible. However, just like the gazebo, the apparition takes you down a path where you may miss a valuable item. Use the map to wind your way through the park and collect everything you can get your hands on, and then continue to the next Boss.

[don't miss out!]

When you reach the last bridge, make sure you go under it instead of over it. There are two chests containing Bonus Items tucked away under the bridge.



After the last bridge, you'll find another pay phone. DON'T PASS IT UP! Quickly save and then continue on.

giantworms (1)

Suggested Level: 12

EXP	LVL	HP	BONUS/MINUS
80	13	120	80/4

This Boss consists of four Giantworms working in unison to bring about Aya's destruction. At first, they are pretty slow and lazy, and they may or may not attack. When they do attack, their projectiles are easily avoided. This is also the time for you to cause some damage. Pick away at each of the worms, but try not to destroy any of them. Once you've inflicted a lot of damage to each of them, go ahead and finish one off.



The three remaining worms will grow in size, but won't regain their lost HP. Continue to kill them off one at a time, until only one remains. Each time you kill one, the remaining worms will grow larger and become more aggressive. Their attacks will also get harder and harder to dodge. Just wait for a worm to appear and attack, and then shoot a single round into its side. Shooting two is often a waste, because the worms sometimes disappear before Aya can get off a shot.



When only one worm remains, it will take on a whole new attack pattern. It can either shoot a spiked ball at Aya, attempt to grab her, or sweep the area using its body. Keep a distance between Aya and the worm, and it won't attempt to bite her. The spiked ball should also be easy to dodge now. The big problem, however, is the sweeping attack. The only way to dodge it is to be as far away from the worm as possible. However, this means you'll also be out of range when it's



your opportunity to attack. Therefore, you'll just have to bite your lip and take the damage, relying on your Parasite Energy and Medicines to save you. Just attack quickly with as many shots as you can, and the remaining worm should fall quickly.



After the fight, return to the pay phone and save again. Then cross over the Giantworm area and get ready for one seriously nasty ride.

e v e (2)

Suggested Level: 13

EXP	LVL	HP	BONUS/MINUS
0	14	330	0/0



This fight is tough, but only because Eve has Aya pinned down in the back of a carriage. Try to keep as much distance between Aya and Eve as possible. Do this by sticking to the four corners and watching Eve's shadow when she's not on screen. Eve can hurt Aya by touching her or by bombing her from above.

The touching attack, is no problem; just keep your distance. To avoid the bomb attack, as soon as Eve releases her energy, run to the opposite corner and the attack should miss. If you're not in a corner when the attack hits, you'll have a tough time dodging the blast since it covers most of the carriage.

Counter attack Eve whenever she floats back to the ground after having used her bombing attack. You should easily be able to get off two shots before Eve's next move.



Central Park Maps, Day Two

Save Point
Cure-P
Ammo +6 or Medicine 1



Sp Vest 1



Zoo Key

Save Point

M203 Grenade Launcher

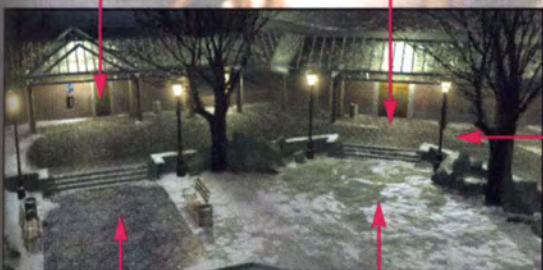


Medicine 2

Cure-P

Defense +1 or Defense +2

Ammo +15



M9 or P8 Handgun

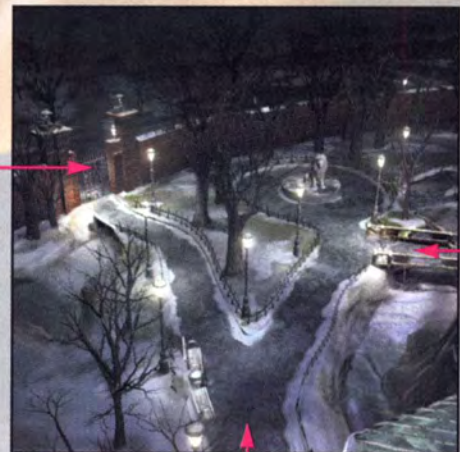
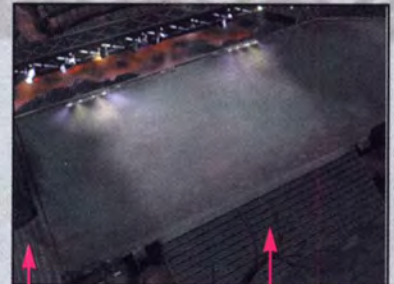


Tool (80%) or
Ammo +15 (20%)

Ammo +6 or Medicine 1

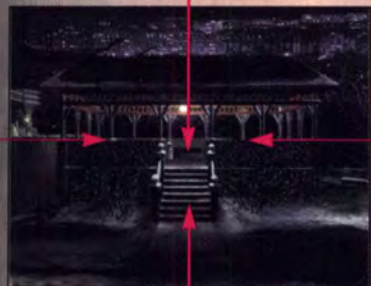


Medicine 1 or Ammo +6



Medicine 2 (80%) or
Ammo +15 (20%)

Ammo +15



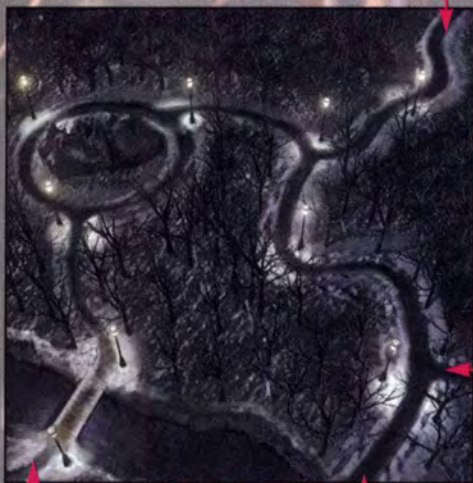
Revive

Ammo +15 (40%)
or Tool (60%)

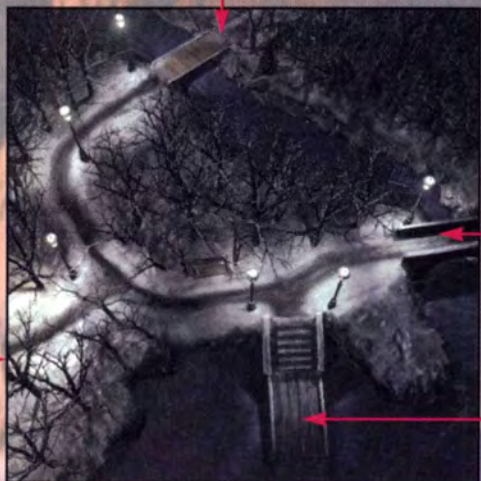


Ammo +15 or
Medicine 2

Save Point



Tool (60%) or Ammo +15 (30%) or
Medicine 2 (10%)



Defense +1

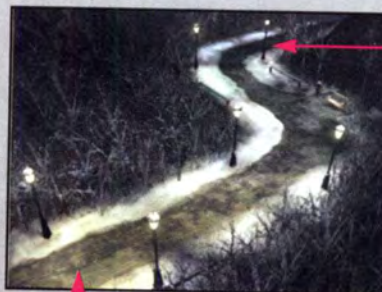


Sv Vest 1

Save Point



Defense +1 (X4)

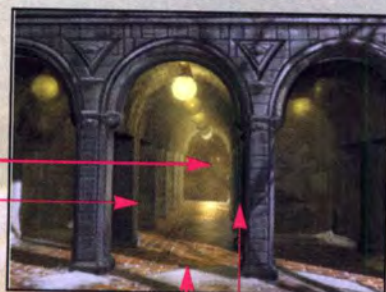


Boss

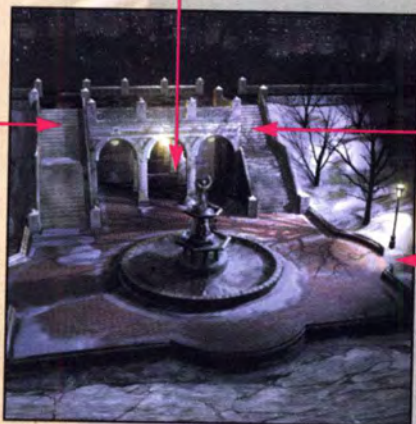


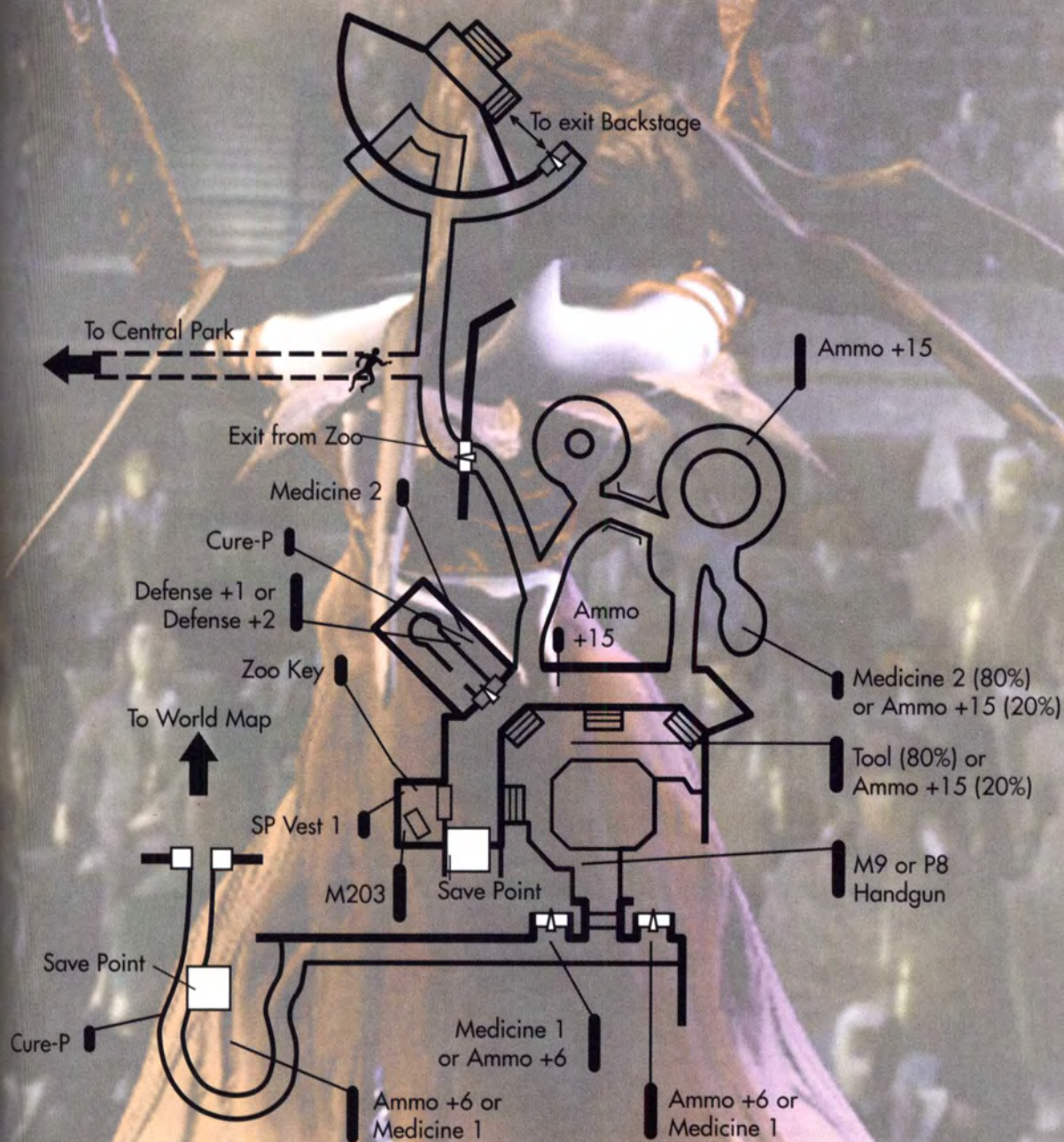
Super Tool (1%)
or Tool (99%)

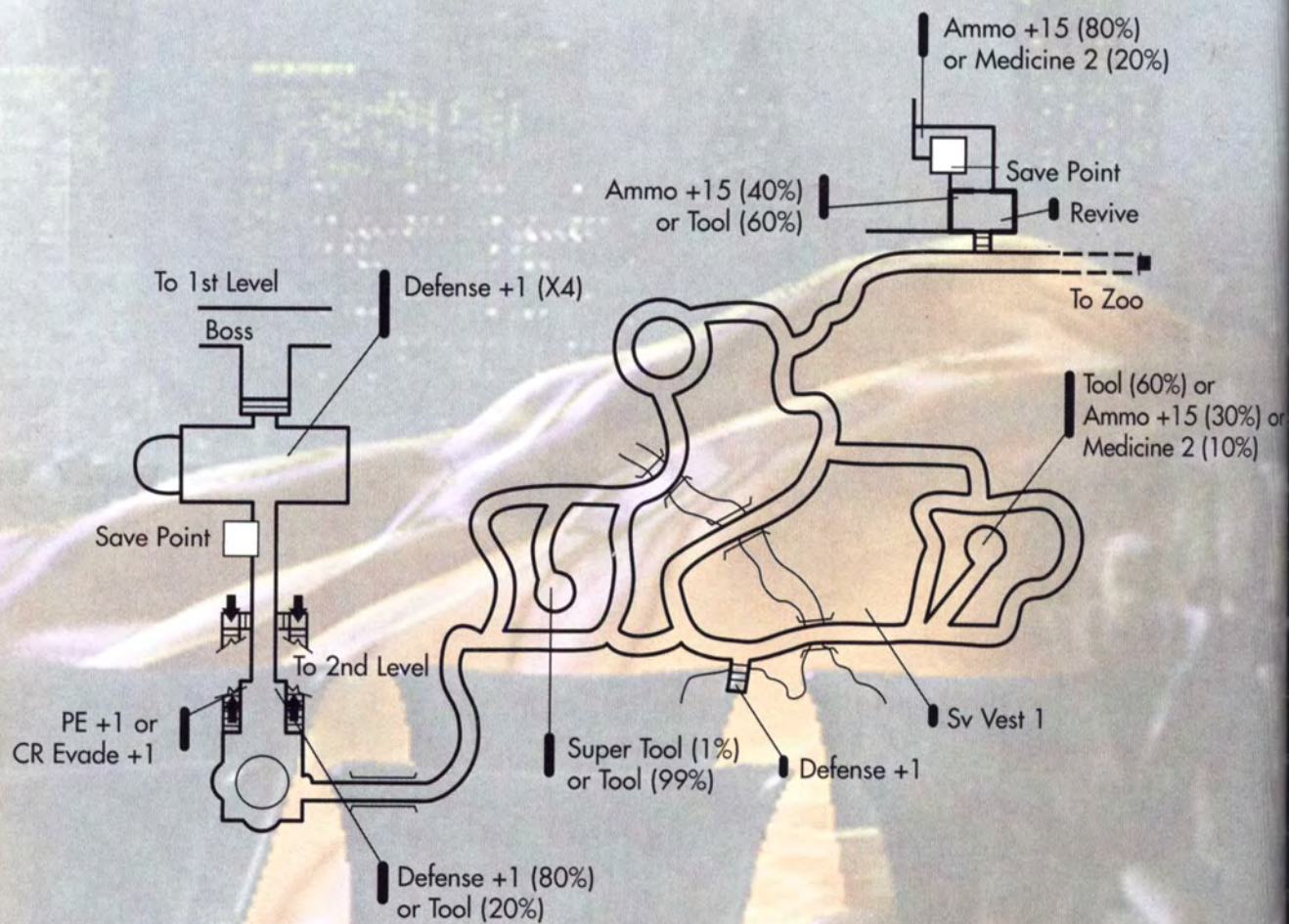
PE +1 or
CR Evade +1



Defense +1 (80%)
Tool (20%)







day three

December 26

[selection]

day three

[d a y t h r e e] s e l e c t i o n

S o h o

Weapons: M11 (MG), Club 2 (MW), G19 (HG)

Armor: Cr Vest 1

Enemies: None

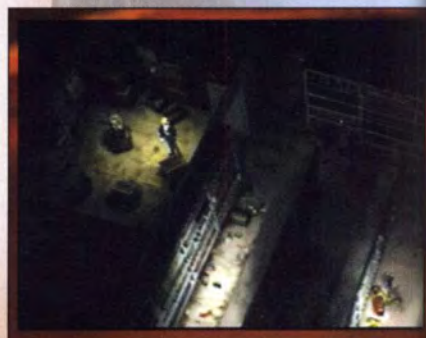


After waking up in beautiful Soho, head outside and meet up with Daniel and Maeda. Before you can leave the area, you'll need to make two short stops.

First, head to the west to find a Gun Shop. Once Daniel "unlocks" the door, head inside and take everything you can. If you can't pick up everything right now, leave some stuff behind and return for it once you've cleared your inventory.

After visiting the Gun Shop, head to the east to find a Pharmacy. Inside you'll find all sorts of healing items. Also, don't miss the storage room located in the northwest corner!

Now you're ready to go. If you talked to Maeda, you already know your next destination, the Museum. Head back to the car and move out.



Soho, Day Three

SOHO

day three

CR Evade +1 (80%)
or CR Evade +2 (20%)

Tool

Medicine 3

Cure-M

Medicine 2

PE +1
(80%)
or PE +2
(20%)

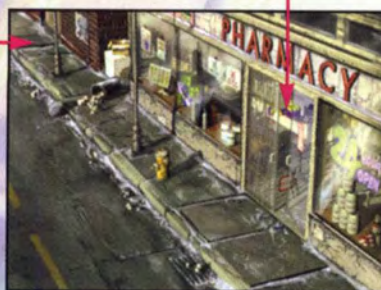
Revive

Ammo +30



Save Point

Defense +2 (20%)
or Defense +1 (80%)



Trading Card

Club 2

Ammo +15

M11
Machine Gun

Range +1 (80%)
or Range +2 (20%)

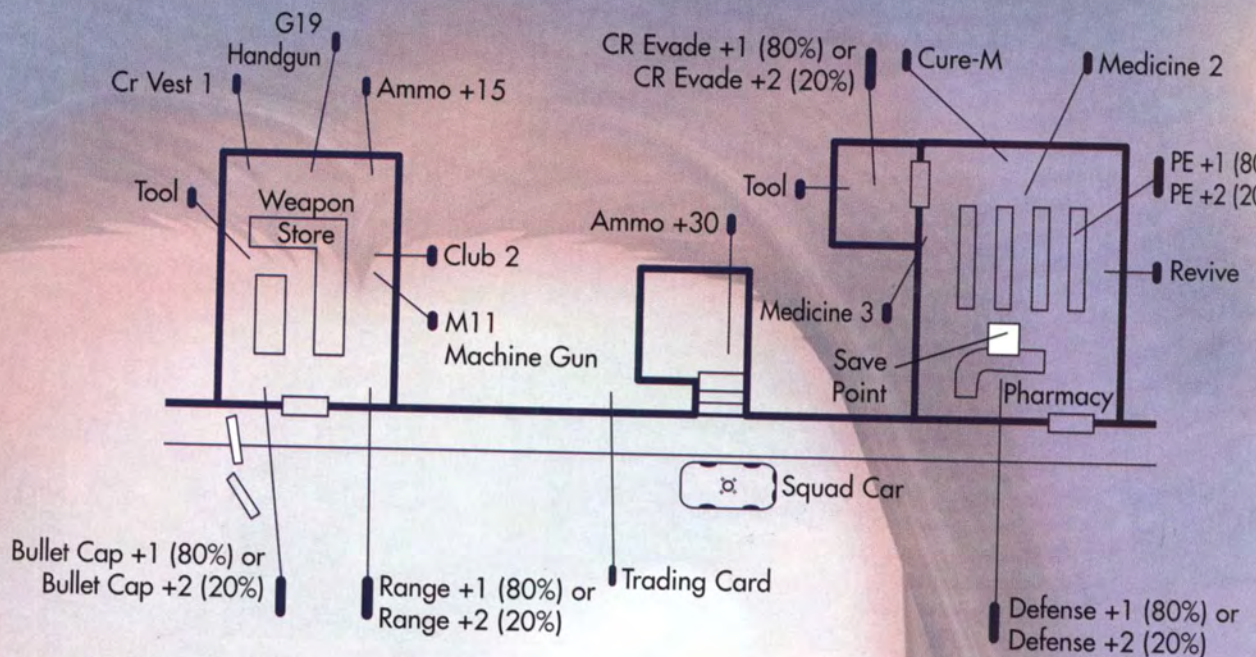
Cr Vest 1



G19
Handgun

Tool

Bullet Cap +1 (80%)
or Bullet Cap +2 (20%)



MUSEUM

Weapons: None
Armor: None
Enemies: None



There's not much to do at the Museum except learn a little more about Aya's mitochondria, so sit back and enjoy the view. When you're done, head for the police station.

N.Y.P.D. 17th Precinct

N.Y.P.D. 17TH PRECINCT

day three

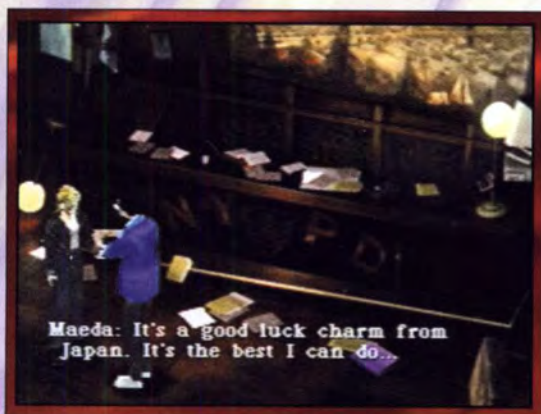
Weapons: M92F (HG), MP5K (MG), SG550 (RI), M9-2 (HG)

Armor: Cm Vest 2, N Jacket

Enemies: Crow (1) p. 170, Rat (2) p. 166, Dogman (1) p. 172, Spider (1) p. 172, Big-dogman p. 172, Kerberos p. 184

The station is a mess and Daniel's panicking with good reason. Before you head out, Maeda will give Aya a good luck charm, the **Hamaya**, but only if you have an empty slot in your inventory.

Your first stop should be the Weapon Department. At this time, however, your inventory is probably busting at the seams. Drop everything you don't need right now, so that you can claim as much stuff as possible while looking for Ben.



[extra ammo]

As you explore, check each of the fallen officers *twice* to pick up their clips.



Now head toward the kennels and speak with the fallen cop, Cathy. Head back upstairs and check all the rooms on the main floor. Make sure you speak with the fallen cop Warner and save in the Detectives' Office and grab the **Cm Vest 2** inside the Conference Room. Also, talk to the fallen cop in Baker's office. After you leave the room, you'll get a shot of Ben chasing after Sheeva.



Follow Ben upstairs and enter the first door on your right, which is the Interrogation Room. Defeat the Dogmen, and then grab the shiny **Storage Key** from the adjacent room. Now, if you'd like, you can go back downstairs to the bottom floor and unlock the **Weapon Storage** room. Inside you'll find the **MP5K Machine Gun** and a few other items.

[need to save?]

There's a phone in the office just past the Interrogation Room.



Head up to the third floor and stop in the first room. The doctor in this room can heal Aya once, which you may need at this point. After that, continue straight and enter the storage room just ahead. This isn't a Boss fight, but you'll have to take on Torres' killer. For defeating the Big Dogman, you receive the **SG550 Rifle**. After the battle, check out the northeast corner of the room to find a hidden room containing a **N Jacket**.

[locker key]

Talk to the fallen cop in the hall. He'll give you a key to his locker, which you can use to obtain a Trading



Card. This may seem odd, but with Wayne in charge of weapons, you can use Trading Cards like Mod Permits.



Cop: I'm...not gonna make it...
Take the stuff in my locker.

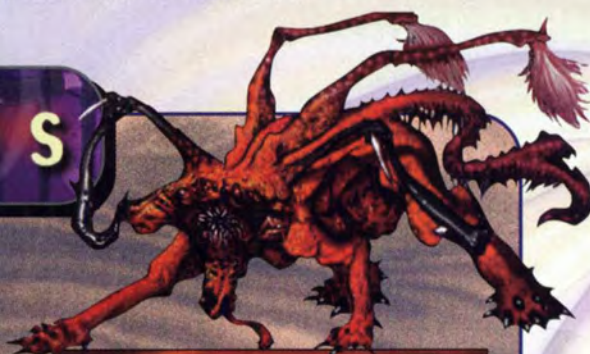
Take the hall to the east, and then take the next left. There's no reason to go to the morgue right now unless you're looking for a fight. You'll find Baker, Ben, and Sheeva, who has transformed into a creature known as Kerberos, at the end of the slime-filled hall.

kerberos

Suggested Level: 17

EXP	LVL	HP	BONUS/MINUS
1000	18	900	110/8

Kerberos now has three heads and a heck of a temper, and she has several modes of attack. Her lunge attack can cause as much as 60 points of damage, and her ground attack is extremely tough, causing typically a little over 80 points of damage. To make things even tougher, she shoots energy beams from the center of her body.



Dodging the lunges is easy—just don't stand still in any one spot for too long. The energy beams are also fairly easy to dodge if you keep moving and stay out of corners. The real challenge is dealing with the ground attack. The only way to dodge it is to be as far from Kerberos as possible, and this only works if Kerberos is in the opposite corner, which rarely happens. You can, however, use the **Barrier** Parasite Energy to reduce or nullify damage, although you'll have to rely on Medicines to heal Aya.

Concentrate your attacks on Kerberos' middle head (Target 1). It heals the other two heads, so it's best to take it out quickly. Once that head is destroyed, you can destroy the other two at your own discretion. Win the battle and you'll receive the **M9-2 Handgun**.



N.Y.P.D. Maps, Day Three



Ammo +6



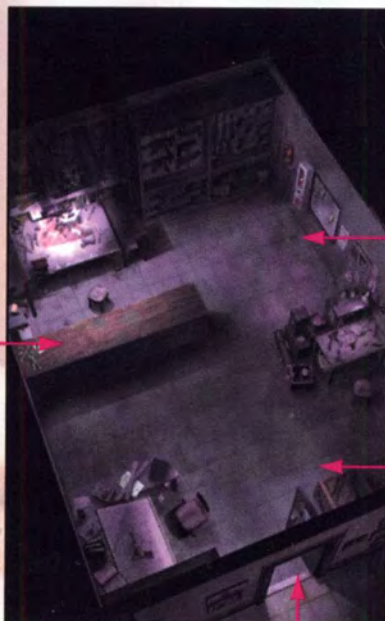
Tool

MP5K
Machine Gun

Offense +1 (80%)
or Offense +2 (20%)



Medicine 1 (Day 2)
Medicine 2 (Day 3-4)
Medicine 3 (Day 5)



Ammo +6 (Day 2)
Ammo +15 (Day 3-4)
Ammo +30 (Day 5)

Tool (If you
didn't get it
on Day 2)



Medicine 1 (Day 2)
Medicine 2 (Day 3-4)
Medicine 3 (Day 5)

Tool (If you
didn't get it
on Day 2)

Ammo +15



To 2nd Floor



Cm Vest 2

Medicine 3



Ammo +6



Hamaya (from Maeda)



Save Point

N Jacket

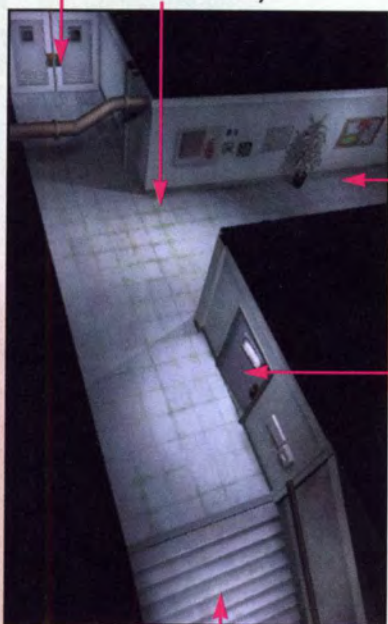


Ammo +6

SG550 Rifle

Defense +1 (80%)
or Defense +2
(20%)

Locker Key



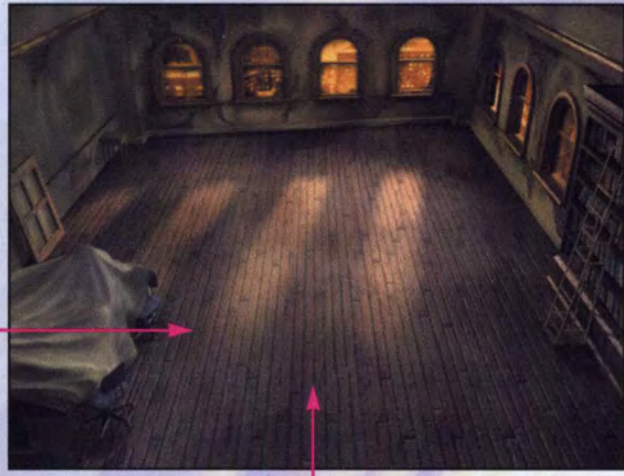
Ammo +30 (Day 4)

Medicine 3
Save Point

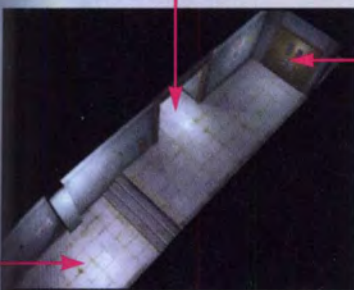


CR Evade +1
(80%)
or
CR Evade +2
(20%)





Boss
(M9-2 Handgun)



Storage Key



Medicine 3

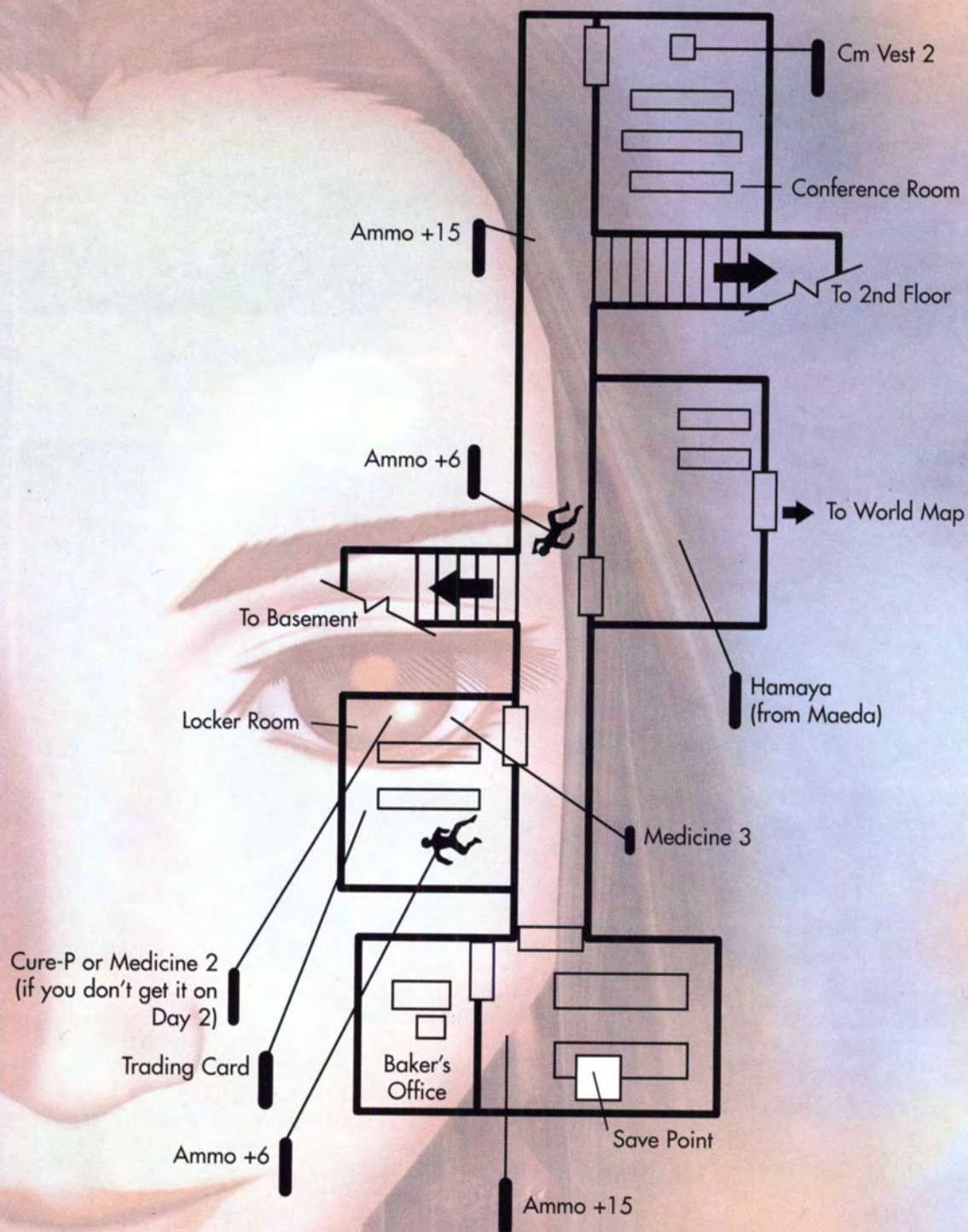
From 1st floor
Ammo +6

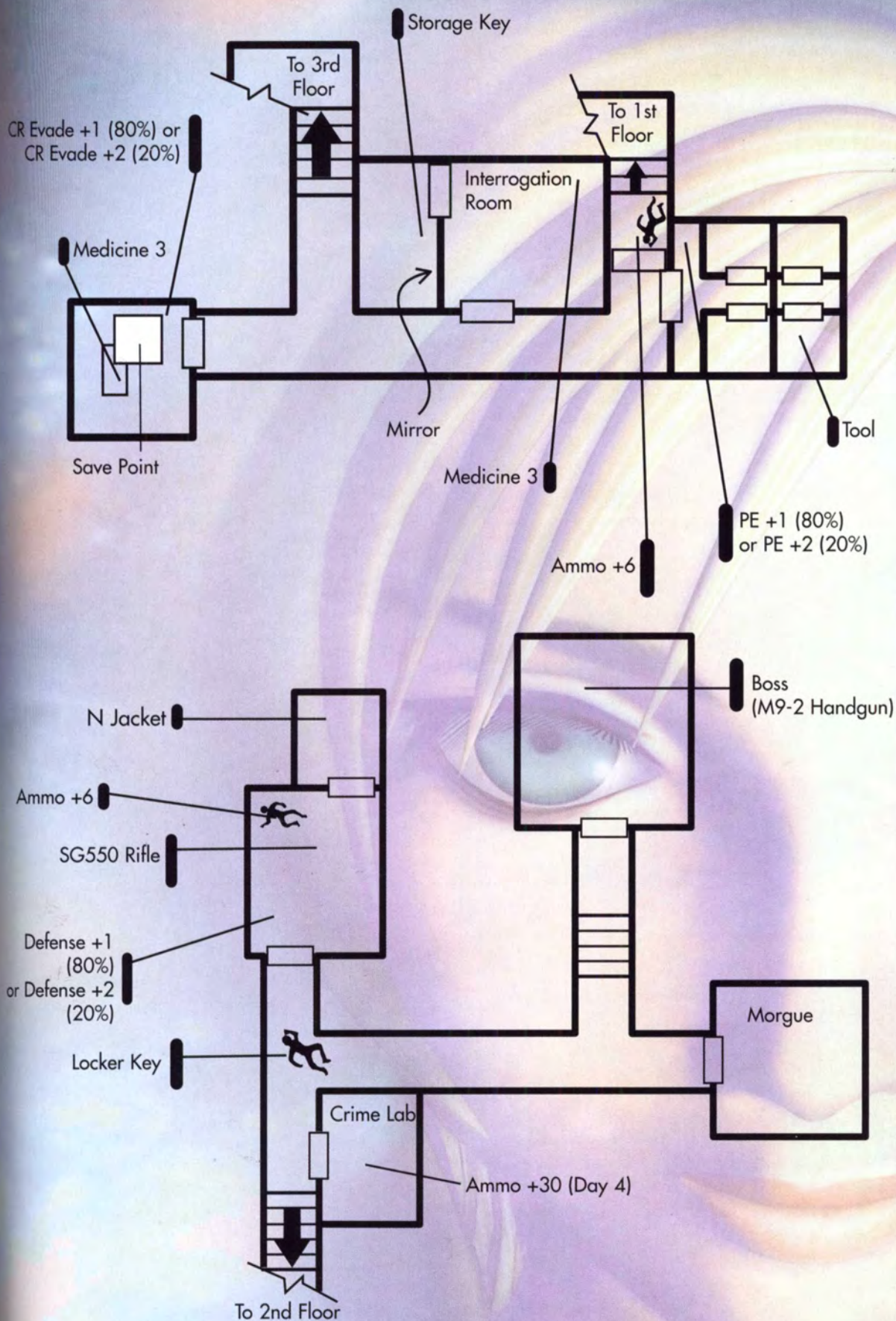


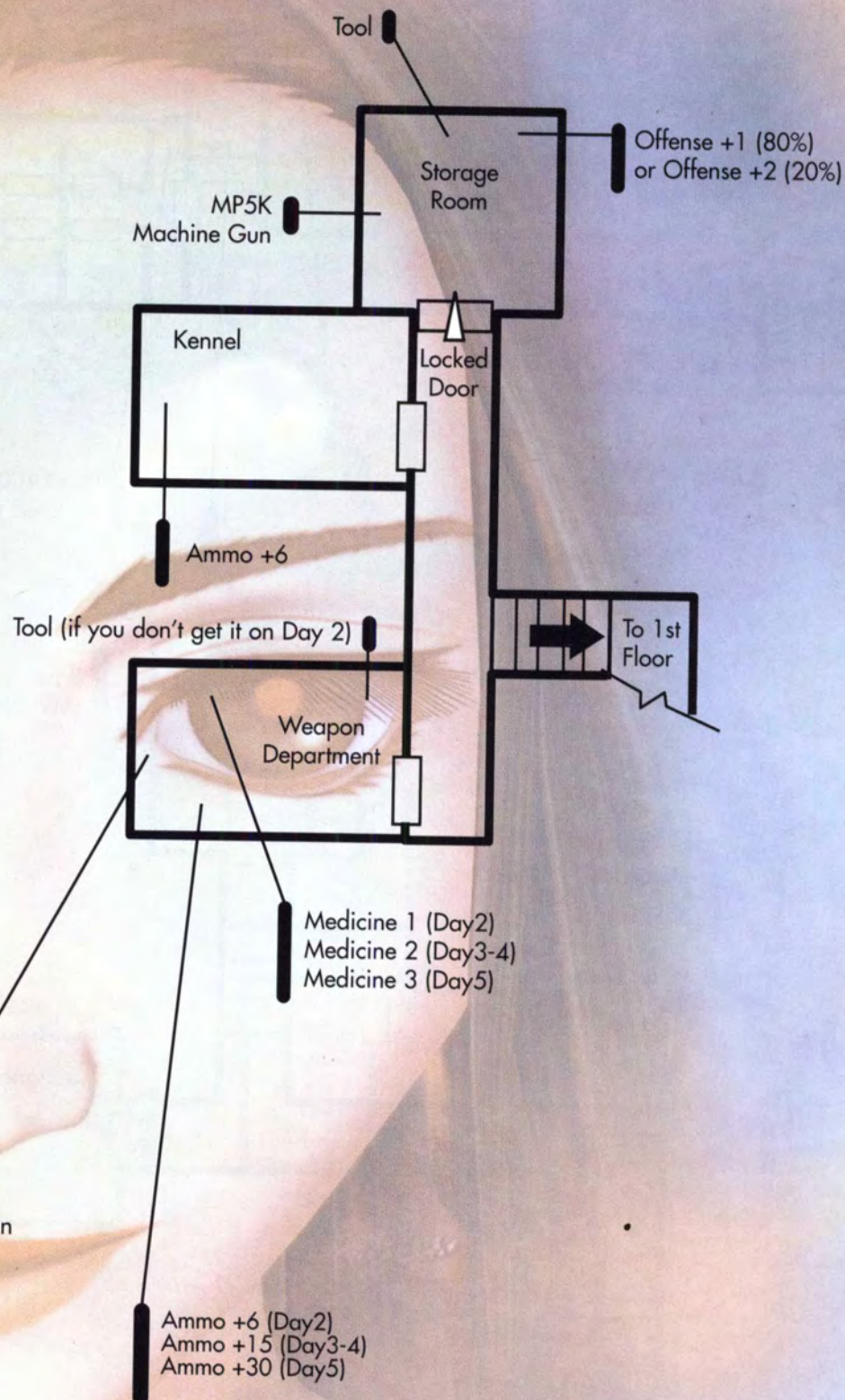
PE +1 (80%)
or PE +2 (20%)



Tool







day four

December 27

[conception]

day four

[d a y f o u r]
c o n c e p t i o n

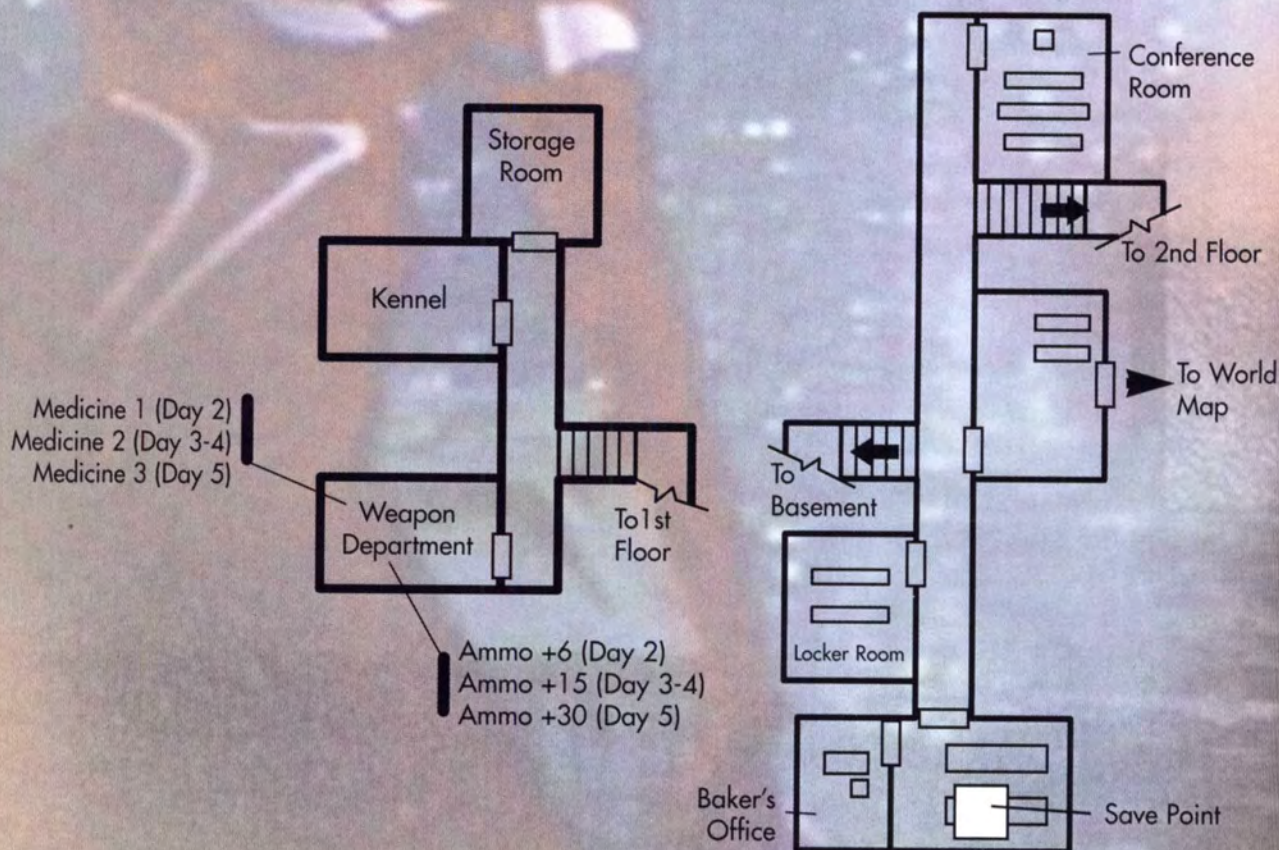
N.Y.P.D. 17th Precinct

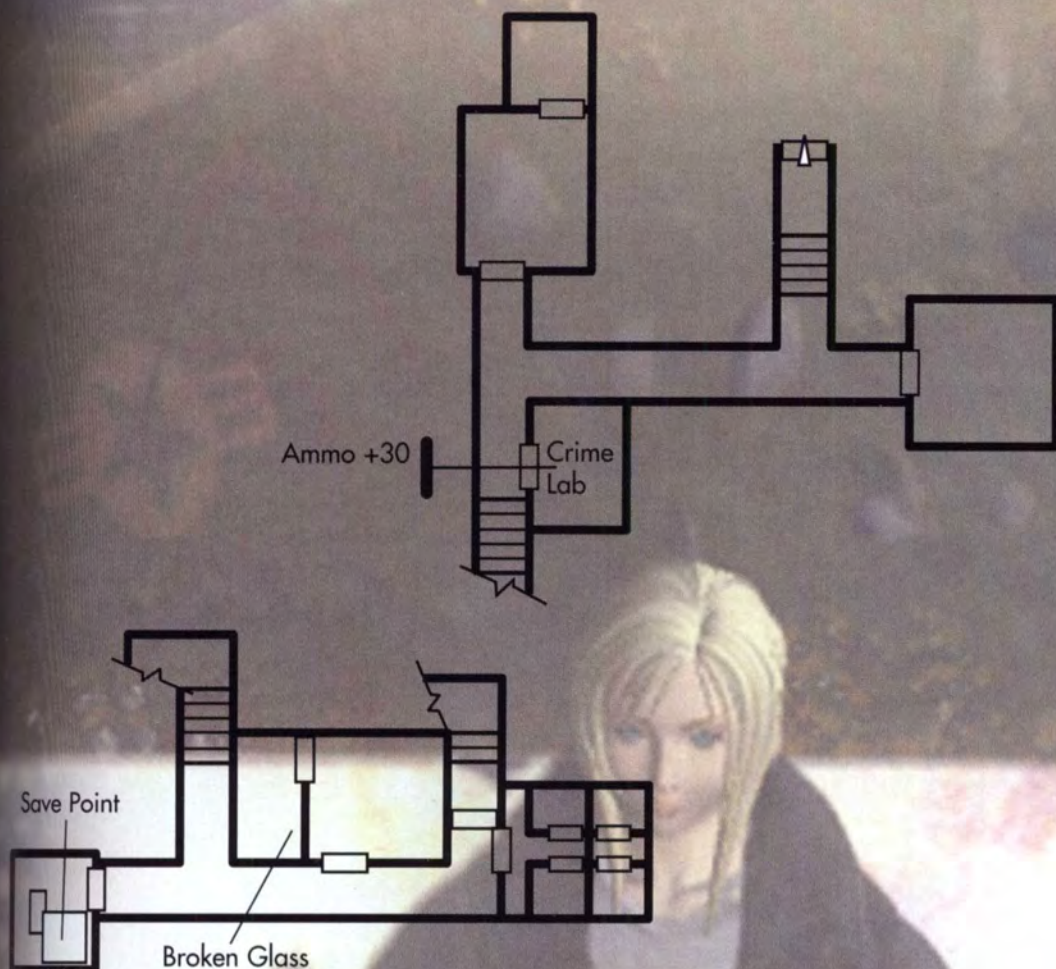
Weapons: None

Armor: None

Enemies: None

After your brief conversation with Daniel, go to the third floor crime lab to find Maeda. Speak with him and then head for the Hospital.





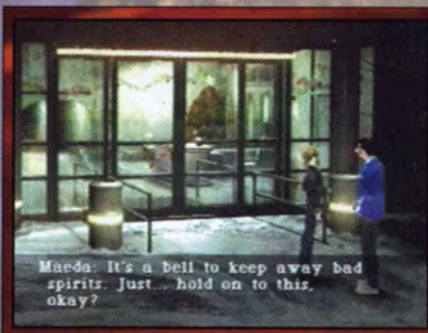
St. Francis Hospital

Weapons: M79 (GL), Micro UZ or M10 (MG), G23 (HG), G3A3 (RI)

Armor: B Vest 1, Sp Jacket

Enemies: Bacterium (1) p. 175, Flyman (1) p. 173, Ratman (1) p. 174, Mixed Man (1) p. 175, Mixed Man (Ball) (1) p. 175, King Bacterium p. 175, Spiderwoman (1) p. 185

When you reach the Hospital, Maeda will give you another good luck charm—the **Mayoke**—if you have room in your inventory. You can't discard it, so this useless item just takes up valuable inventory space until you have the chance to store it with Wayne in the Precinct.



Grab the items in the lobby, and then head for the elevators to the north west. After your encounter with the apparition of Maya, hop onto the elevator and press a button.

When you hit bottom, press the button again to exit the elevator and watch as Eve cuts the building's power. Follow the hall out, and then head to the south and watch as Eve cuts off the last of your escape routes.



Go back into the hall and check the second door on your right. You can't enter the first door (the Autopsy Room) just yet. Inside, you'll see a shiny object to your right. Grab it. You'll need two more of these fuses to return power to the elevator. You should also grab the **M79 Grenade Launcher** in the southwest corner of the room. It has a valuable special weapon effect called **Tranquilizer Rounds**, which just so happens to be very effective in the Hospital.

[transfer tranquilizer]

You should consider moving the Tranquilizer Rounds to your main weapon. Even if an enemy is immune to Tranquilizer Rounds, it won't take reduced damage. To do so, you need to have an empty slot on your main weapon and a Tool.



Take the northwest door and then head to the north to the morgue office on the left. Inside you'll find a desk with a phone and the **key** to the Autopsy Room. The **Autopsy Key** is located in the drawer on the right side.

Return to the collapsed staircase and use the Autopsy Key to unlock the Autopsy Room. Head through the door in back and check to the left to find a **B Vest 1** or a **Bonus Item**. Also, search the charred body to find a **Blue Cardkey**.

Then circle around to the right to find a **Fuse 2** on top of the medicine cabinet.



Head back toward the morgue and use the Blue Cardkey to open the double doors. Just inside the door you'll find either a **Micro UZ** or an **M10 Machinegun**. Enter the door opposite the Micro UZ, and check the southeast corner to find **Fuse 3**. Now you're ready to repair the fuse box out in the hall.

Place all three fuses into the fuse box, but don't turn it on yet. Repair the cables on top of the fuse box before throwing the switch. If you throw the switch first, Aya will receive a large shock when she touches the cables.

Head to the right to the elevators and go up to the main lobby. Follow the apparitions of Aya and Maya, and go through the door to the north. After saving the nurses and a patient, you'll receive the

Green Cardkey, which opens the doors next to the elevators. Also, don't miss the **Sp Jacket** next to the rightmost bed.



Use the Green Cardkey to go through the doors next to the elevators, and then proceed through the next door to the north to find the liquid nitrogen storage area. Fight off the King Bacterium, and then turn off the first valve around the corner.



[stealing]

You can steal from the King Bacterium using Club 2. When you're successful, you receive a nice bonus item.



Return to the elevators and go to the 13th floor. Enter an unblocked room and check out the west wall. Push the device next to the arrow to reveal a large red button. Press the button to unlock the door in the north wall.

[what a view]

Check out the view from the window in the elevator's hall.

That's the Chrysler Building in the background, but what's that strange glow? Check out the "EX Game" walkthrough in this book to learn more.





Pass through the animal testing area and enter the next door on the right. This is the sperm bank storage area. Check out the two shiny spots on the floor to get the **Elevator Key**. Step into the hall and use the elevator to reach the roof.

[empty vial]

If you look carefully, you'll notice an empty vial on the elevator's floor. It looks like Eve got what she came for!

spiderwoman (1)

Suggested Level: 20

EXP	LVL	HP	BONUS/MINUS
6500	22	950	80/10

A large arachnid is waiting for Aya on the roof, and it's going to be tough to find a shoe big enough to smash this bug. In the first stage of this fight, try to keep your distance from the Spiderwoman. She'll shoot webs at Aya that cause damage and stiffness, which impairs your movement. The webs will remain on the ground for several seconds after they've been shot and can still harm Aya when touched. If you do get caught in a web, the Spiderwoman will close in and attack.



You'll need a weapon with some range for this part of the battle. A rifle works well, because its range is great enough to shoot over a web and still hit the Boss. Between web shots, the Spiderwoman will spit flames. These are easy to dodge if you keep your distance. When the webs disappear, put some distance between you and the Boss, because it's about to shoot three more webs.

After causing this Boss significant damage, the view switches and you'll fight more of a close-range battle with the Spiderwoman. If you want, you can switch to a short-range weapon with a faster reload time, like a handgun. Continue to avoid the webs and fireballs and plug away at the Boss in between its attacks. It should fall quickly, leaving you with a **G23 Handgun**.



As soon as Eve departs, run to the southwest corner to avoid the crash by jumping onto the yellow scaffolding. A spider will attack Aya and send her plummeting to Earth. Kill it quickly and Aya will throw the switch to stop her descent.

Hospital Maps, Day Four

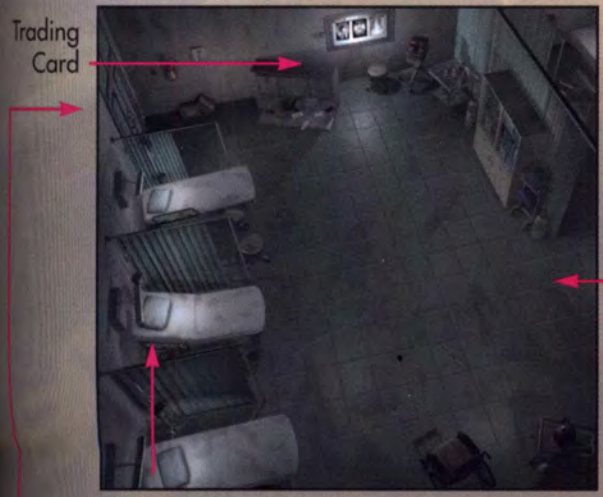


B Vest

Ammo +30

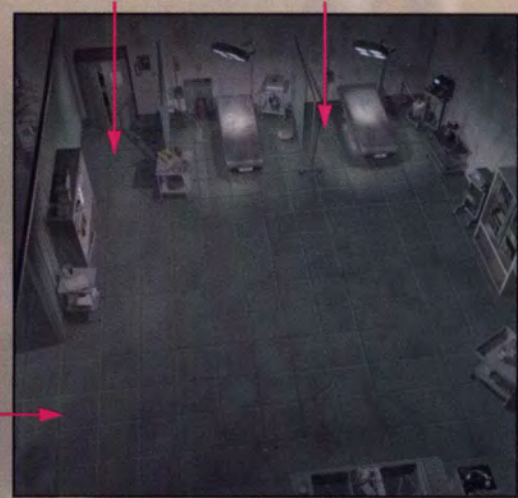


Bullet Cap +1
or Range +1

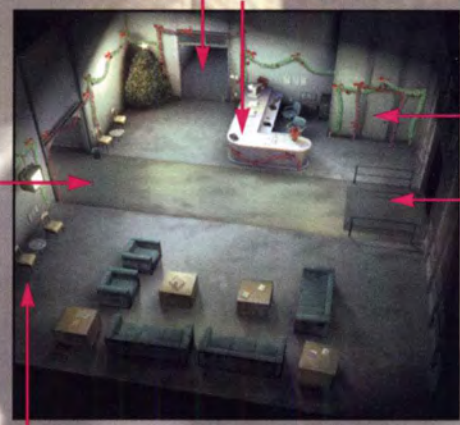


PE +1 (80%) or PE +2 (20%)

Green Cardkey Sp Jacket



Save Point

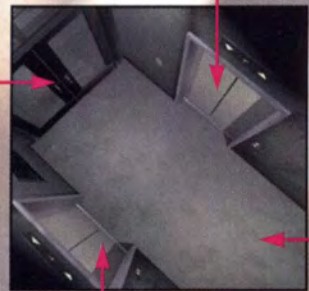


Tool

Ammo +15



Mayoke



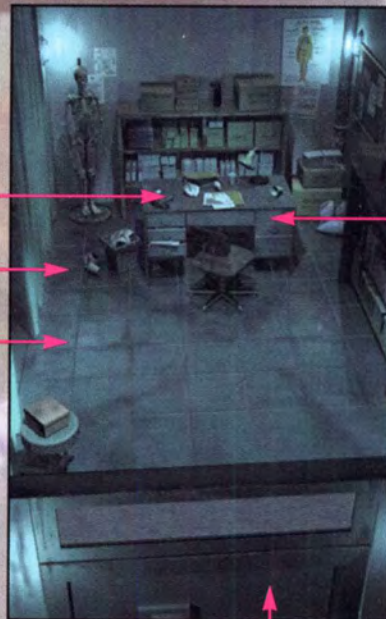
Save Point

Medicine 3

Autopsy Key



Defense +1 (80%)
or Defense +2 (20%)

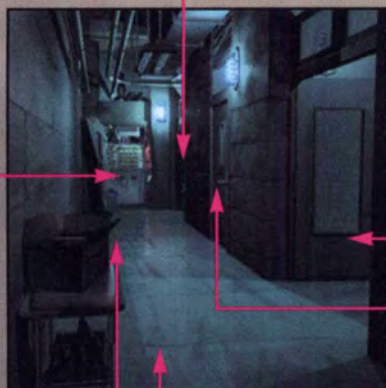


Ammo +30

Fuse 1

M79 Grenade
Launcher

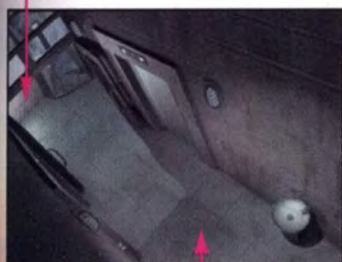
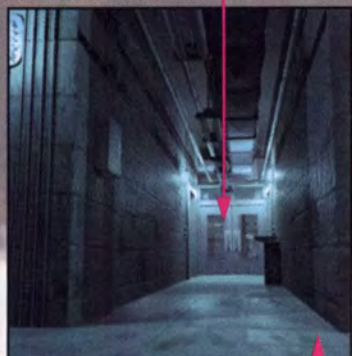




M10
or Micro UZ
Machine
Gun



Offense +1 (80%)
or Offense +2 (20%)



Tool

Fuse 3

Medicine 2

Fuse 2



Offense +1 (80%) or Offense +2 (20%)

Blue
Cardkey



B Vest 1 or CR Evade +1

CR Evade +1 (80%)
or CR Evade +2 (20%)



Elevator Key & Junk
Save Point
Cure-M

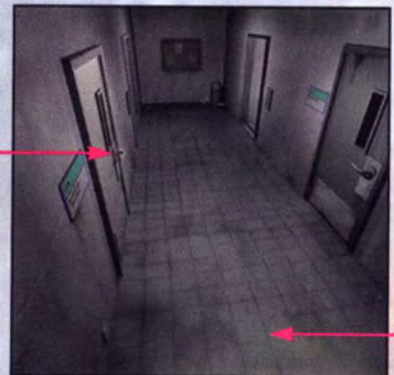


Ammo +30

Switch
Medicine 3



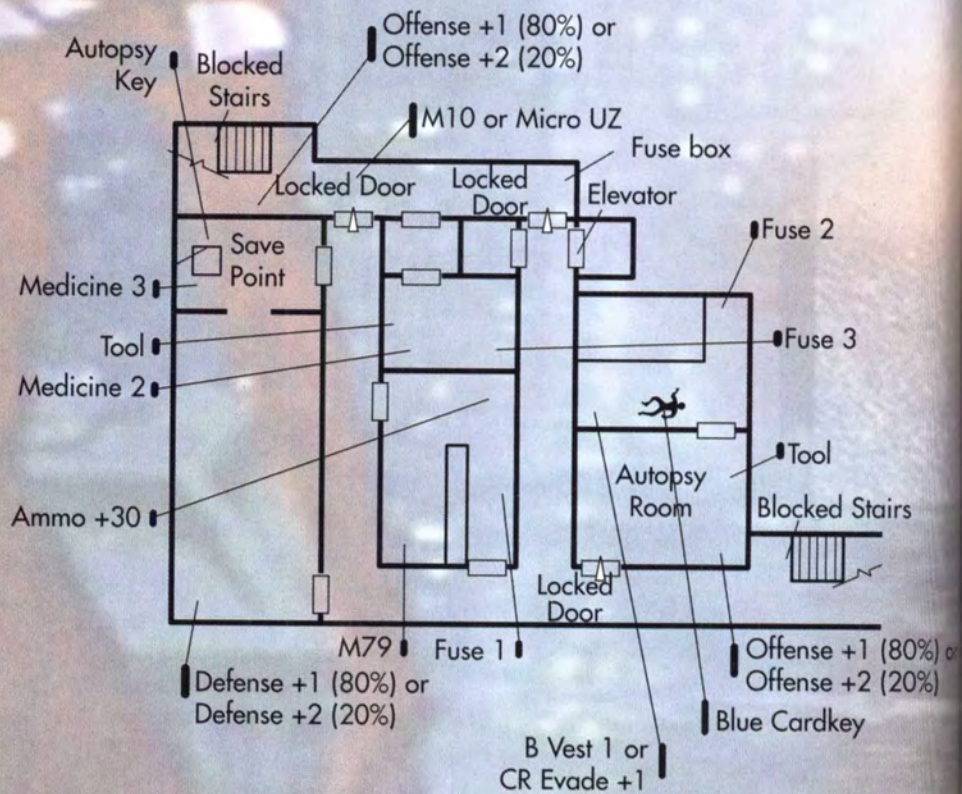
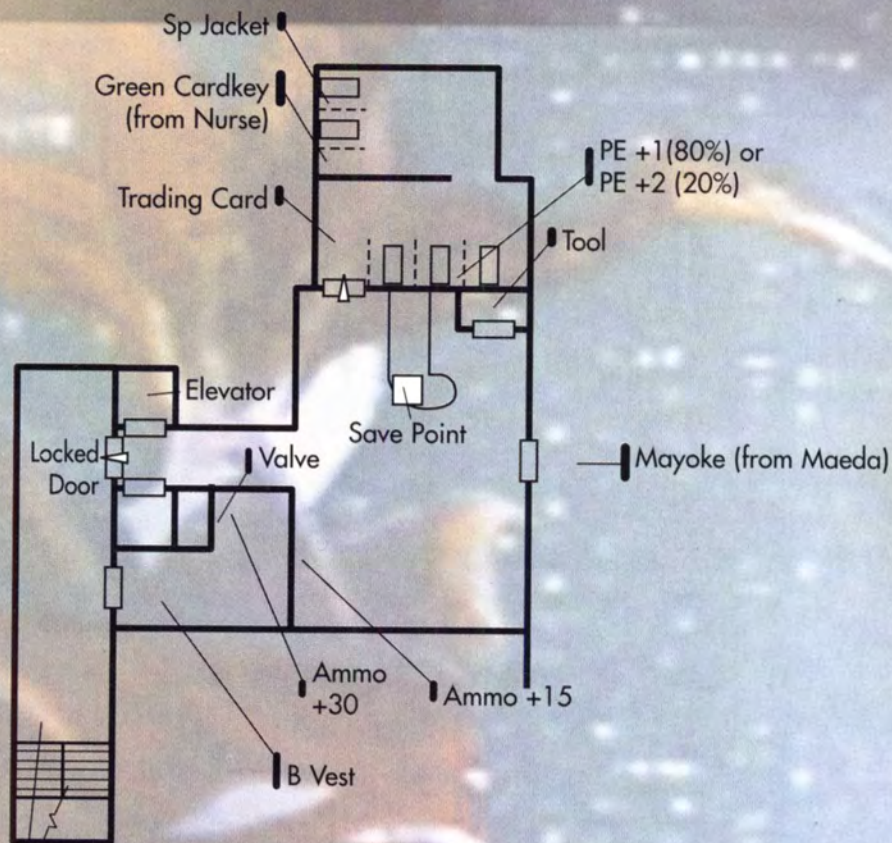
Tool G3A3 Rifle

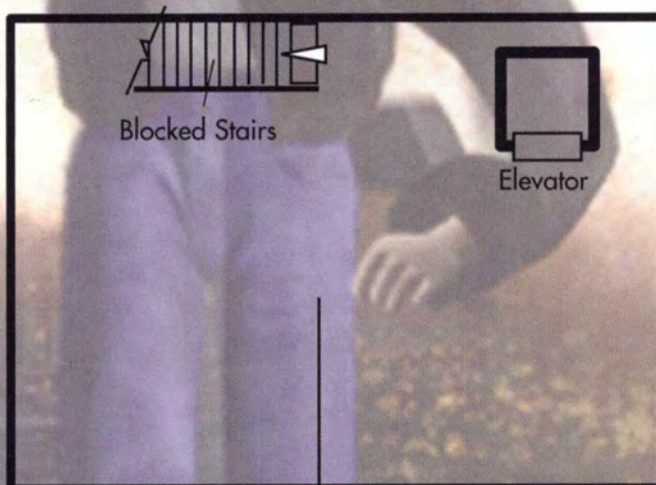
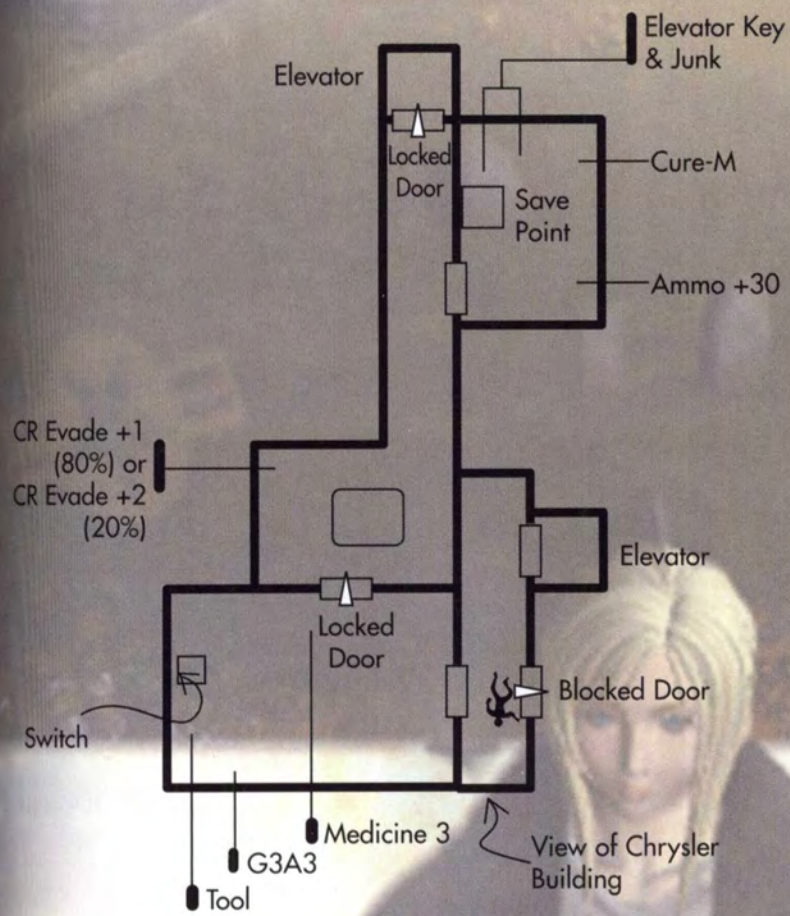




Boss (G23 Handgun)







Exit

Boss (G23 Handgun)

day four

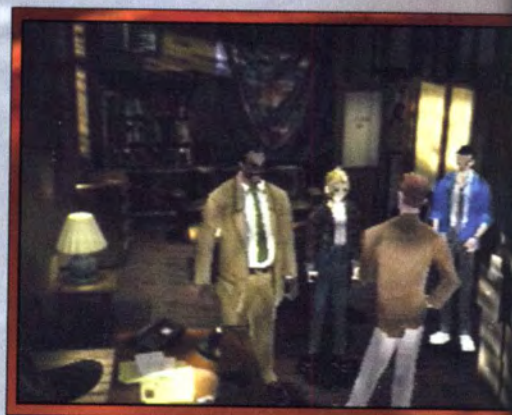
N.Y.P.D. 17th Precinct

Weapons: None

Armor: None

Enemies: None

As soon as you arrive at the Precinct, head down to the Weapon Department and unload some of your stuff. When you're finished, return to Baker's office to get the latest news on the case.

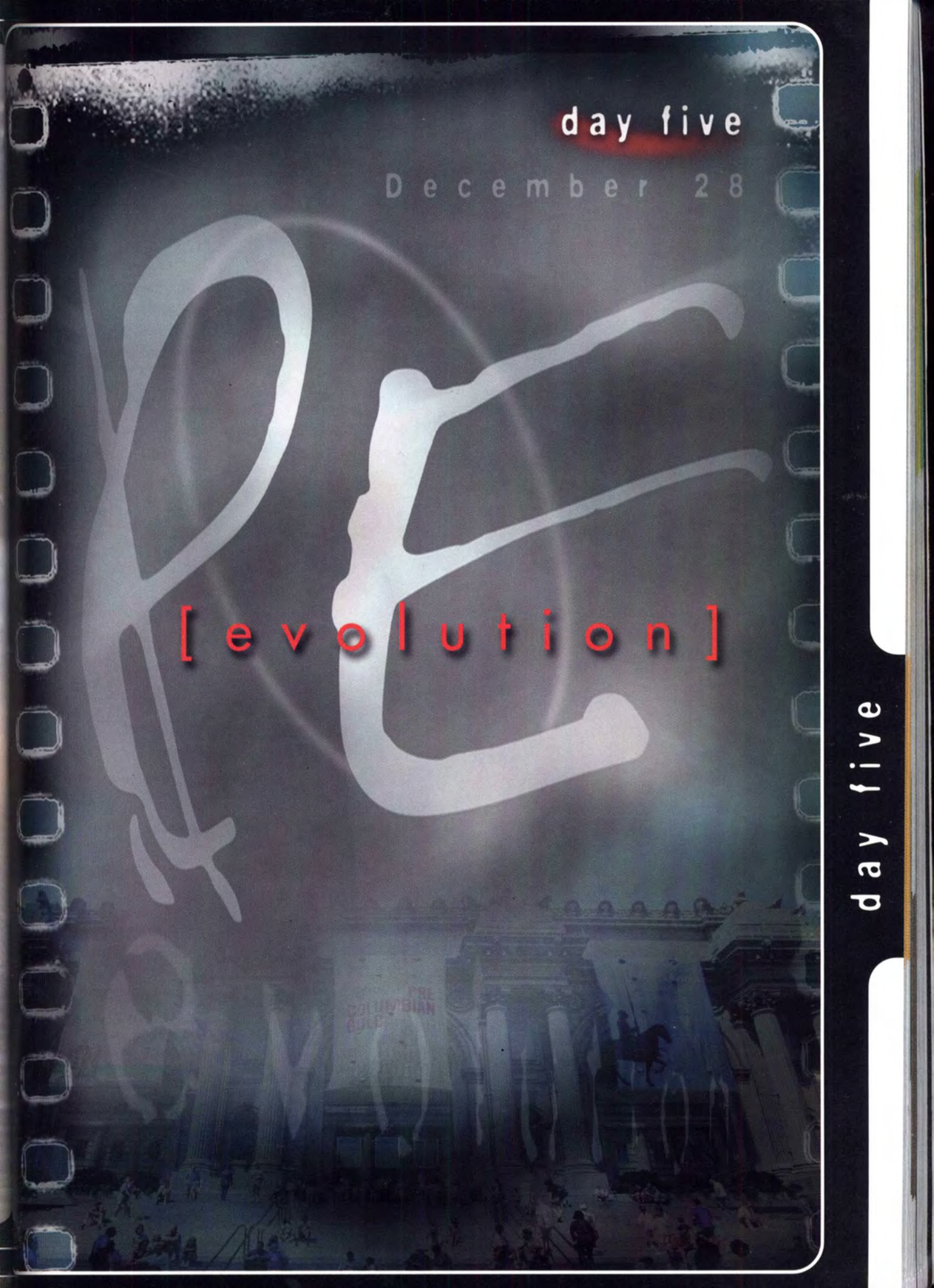


day five

December 28

[evolution]

day five



[d a y f i v e] e v o l u t i o n Chinatown

Weapons: M79-2 (GL), M1911A2 (HG)

Armor: None

Enemies: Cat (1) p. 176, Poison Snake (2) p.168



As Day Five begins, go to Chinatown to meet up with Maeda. Head down the street and keep your eyes open for the partially concealed chests near the first manhole.

Grab the **M79-2 Grenade Launcher** from the boxes positioned across from the phone. Go to the right of the save point and explore the small storage room to get a new handgun, the **M1911A2**, and a **Tool**. Now it's time to return to the main path and continue north.

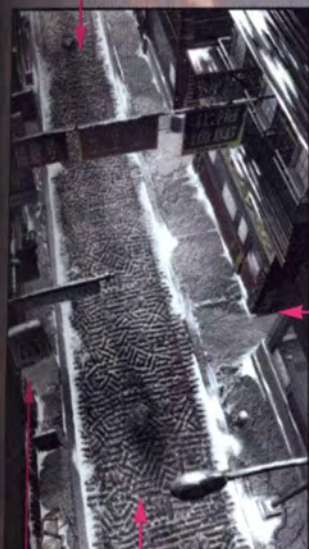
[acid rounds]

The M79-2 Grenade Launcher comes with Acid Rounds. This effect acts like poison against some monsters. If you're feeling confident about your main weapon, you may want to transfer the Acid Rounds to it. You should definitely do so after leaving Chinatown.



When you find Maeda, he's peering into an open manhole. He'll give you the **Narita**, another good luck charm, and then he'll leave Aya to do her thing. Plug your nose and climb down into the Sewer.

Chinatown Maps, Day Five

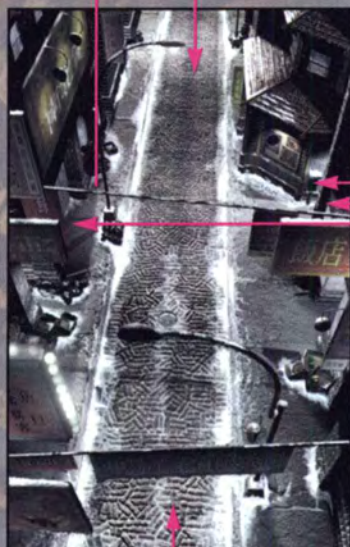


Medicine 3

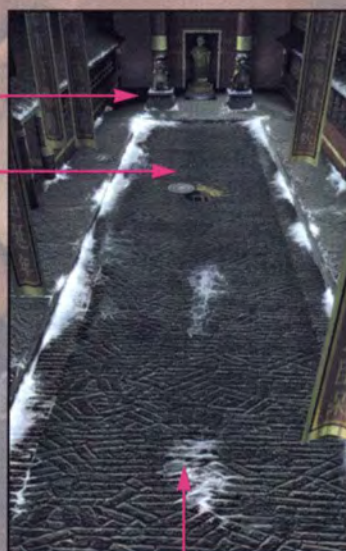


PE +1
(80%) or
PE +2
(20%)

M79-2 Grenade Launcher



Save Point
Offense +1 (80%) or
Offense +2 (20%)



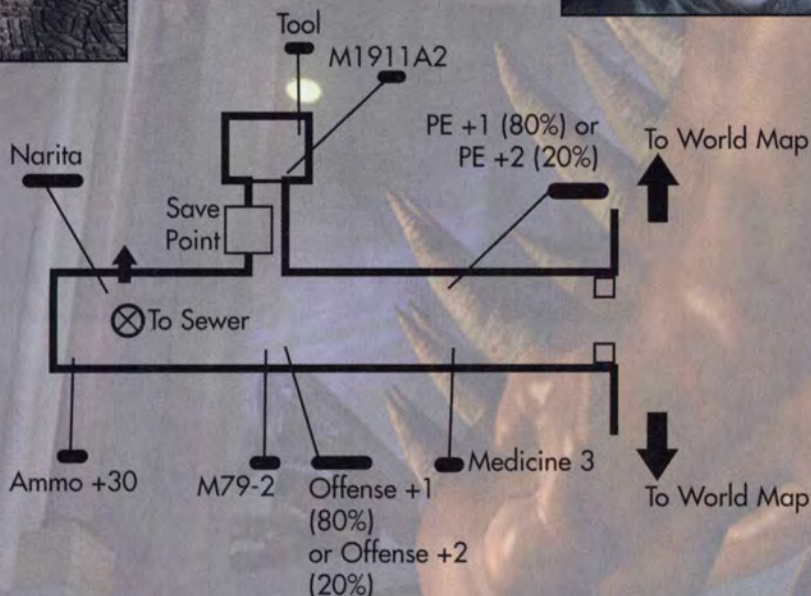
Ammo +30

Narita

Tool



M1911A2
Handgun



day five

Chinatown Sewer System



Weapons: M870 (SH), M203-3 (GL), Club 3 (MW)

Armor: Cr Protector

Enemies: Poison Snake (2) p. 168, Bat (1) p. 177, Frog (2) p. 168, Alligator (2) p. 182

The first part of the Sewers is just a bunch of crisscrossing paths. (Take a look at the map and you'll get the idea.) You don't have to pick up any of the items scattered throughout the tunnels, but one look at the map

and I bet you'll collect them all! Definitely take the time to pick up the **M870**; its special **Burst** effect is easily one of the best weapon power-ups in the game.

[battle tip]

When fighting Poison Snakes and Bats, eliminate the Snakes first. The Bats may be annoying, but they're not nearly as deadly as the venom in a Snake's bite.



After you've finished scrounging around, you must find your way to the stairs in the southwest corner. You can climb them to reach the walkway above, and then head due east to find **Club 3**. Follow the walkway to the south, and you'll find the remnants of the Christmas Eve concert.



Search the middle panel on the pump controls to zoom in on the machinery. Turn on the master power, and then activate both pumps to eliminate the slime. Turn off the power and then head out the closed door in the north wall.

Cross the canal and enter the door on the east wall to reach the Subway.

Sewer 2 Maps, Day Five



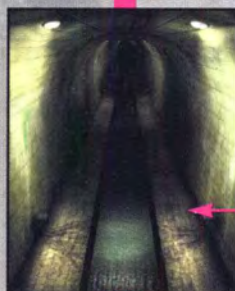
Medicine 4



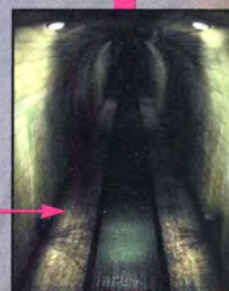
Cure-D



Super Tool



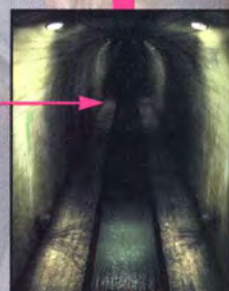
Cr Protector



Tool

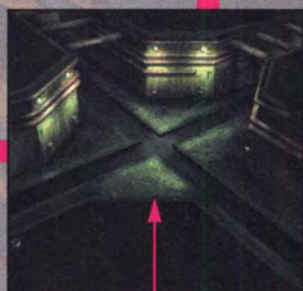


M203-3 Grenade Launcher



Medicine 3 (80%)
or Range +1 (20%)

Ammo +15

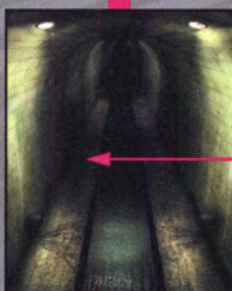


M870 Shotgun

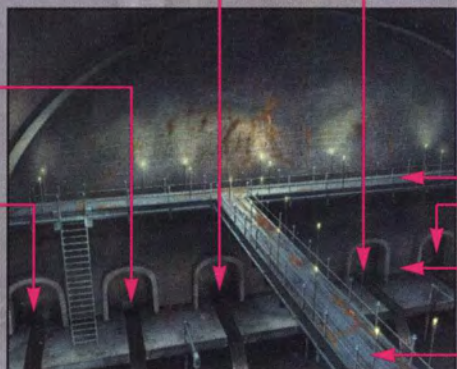
Offense +1 or Defense +1



Range +1



continues on following page



Club 3

Offense +2 (80%)
or Defense +2 (20%)

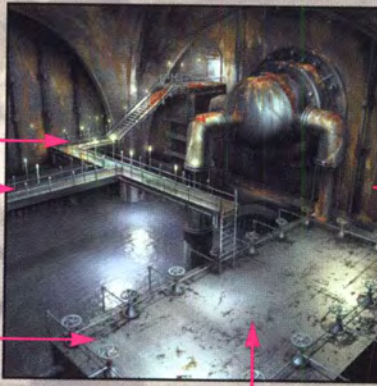
day five

continued from
previous page

Medicine 3

Tool

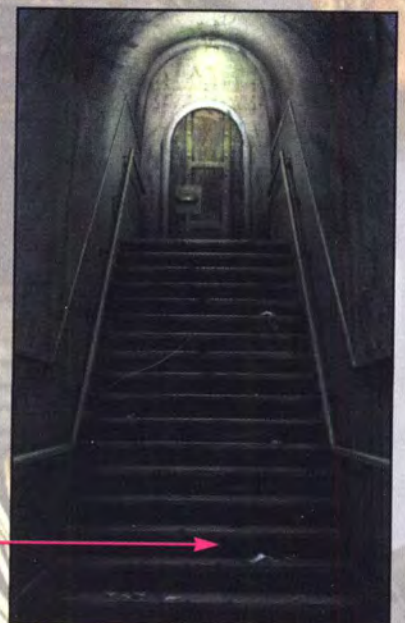
Range +1 (x2) or CR Evade +1 (x2)

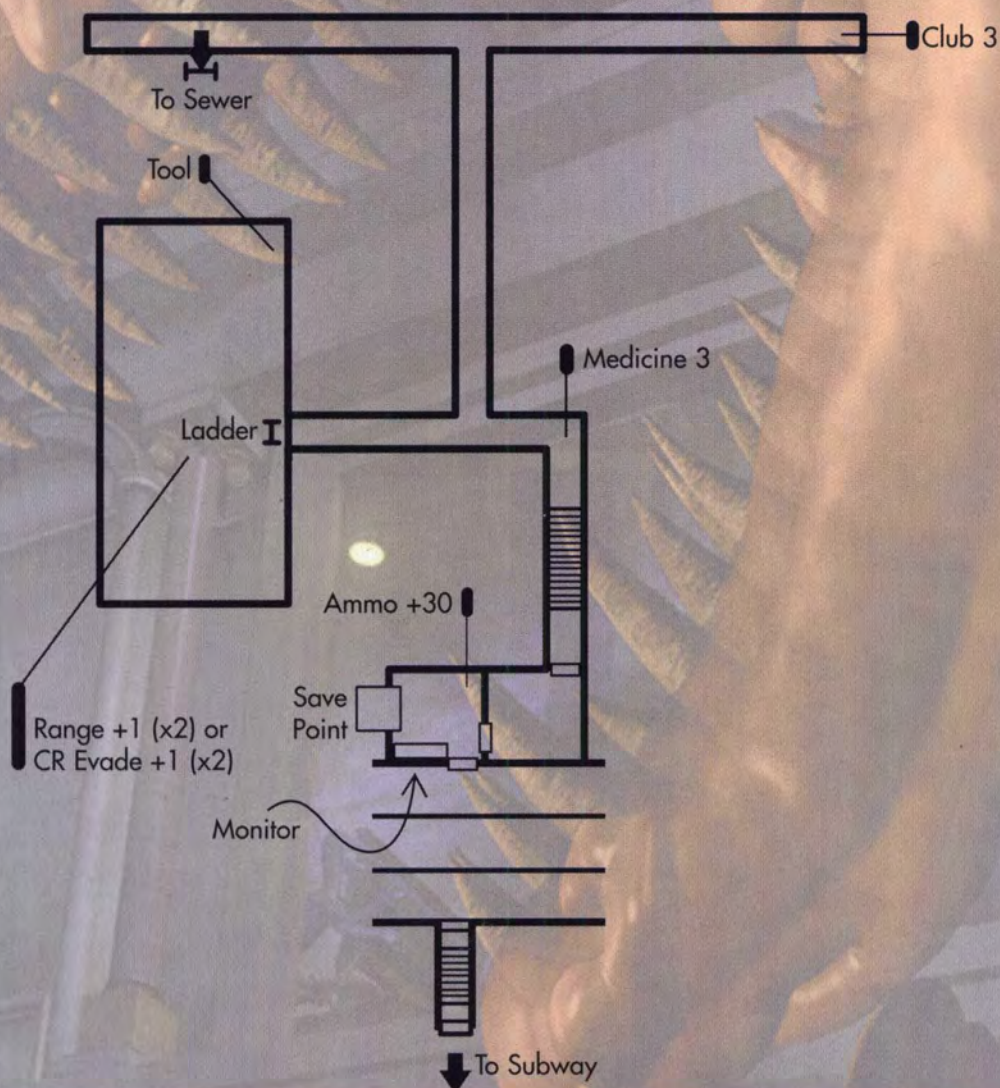
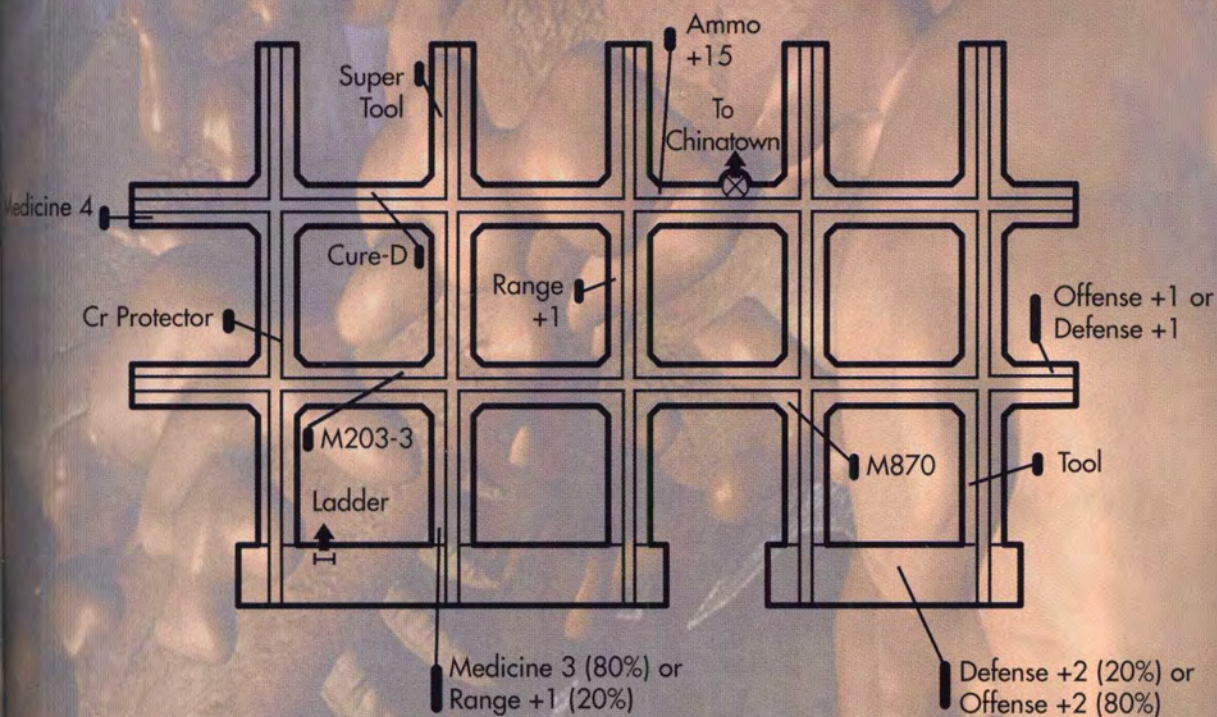


Switch

Ammo
+30

Save
Point





Subway



Weapons: M79-3 (GL)

Armor: B Protector

Enemies: Mole (1) p. 178, Bat (1) p. 177, Centipede (1) p. 185

Head to the left and have Aya pull herself onto the subway platform. There's a gate here, but Aya can't get through it without a key. More importantly, there are three chests and a phone. **SAVE NOW!** There's danger ahead.

Head to the north through the west tunnel so you can clean out another chest as you begin your quest for the **Gate Key**. You're in for a nasty surprise when you reach the cross section.

centipede (1)

Suggested Level: 25

EXP	LVL	HP	BONUS/MINUS
10,000	26	920	90/13

The Centipede's first stage has a major weakness. If you can stay along its side, it won't be able to hit you with two of its attacks (biting and electric bolts). However, you still need to worry about its poison attack. If you constantly move, you can dodge it. However, you must keep your eyes open or you might run into it.





After causing enough damage, the Centipede will split into four parts that circle the screen. At this point, I find it helpful to have a long-range weapon, like a rifle. With this type of weapon, you can stand in the middle and hit the mini-pedes regardless of their position. When you target one of the mini-pedes, make a mental note of its target number. By doing so, you won't feel like you're playing three-card monte and you can kill off each one quickly.

If you examine the body parts more closely, the 4 parts consist of the head, the tail, and two middle parts. The only poisonous part is the head. In fact, you'll probably spend a lot of Parasite Energy on **Detox** and **Heal 3** until you kill off one of the body parts. With one out of the way, run to the empty space it previously occupied any time the remaining parts stop to attack. This will help you dodge them. When you win this fight, you receive the **M79-3 Grenade Launcher**.



Now circle around the train car to the east and go inside the second car. Inside this car, you'll find the **B Protector** and two **Tools**. Head out of the car and go to the north.

Search the cop at the end of the walkway to find the **Gate Key**. Now you can finally get out of the Sewers. Wind your way back to the subway platform and use the Gate Key on the locked gate.



Subway Maps, Day Five



Medicine 3 (80%) or
Ammo +30 (20%)

Medicine 3

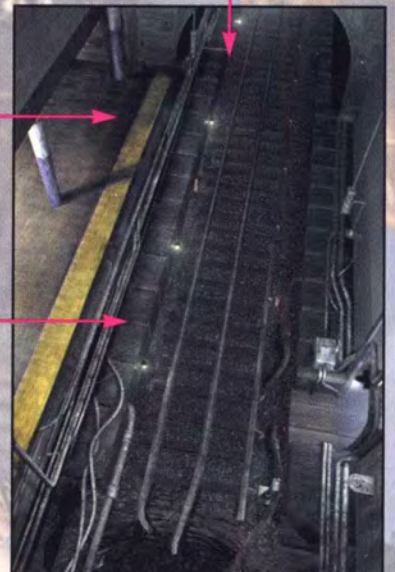
Save Point



Range +1 (80%)
Range +2 (20%)

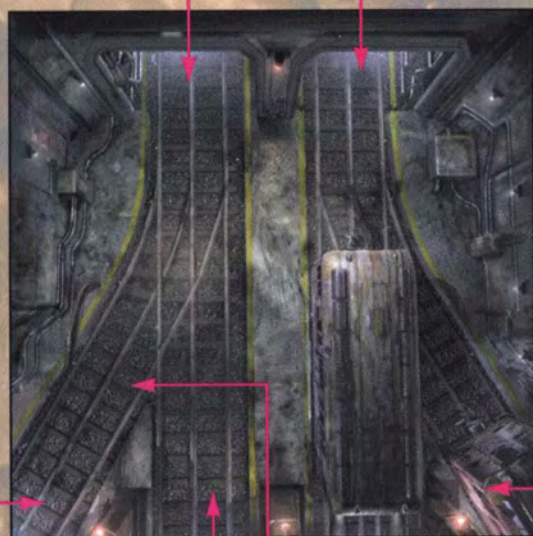


CR Evade +1 (80%)
or CR Evade +2 (20%)



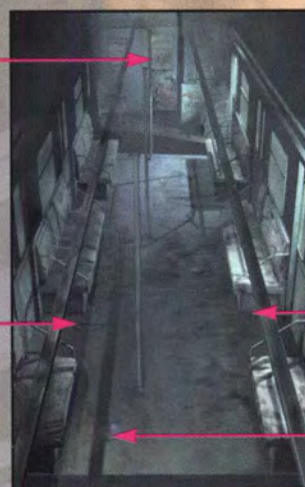


Gate Key



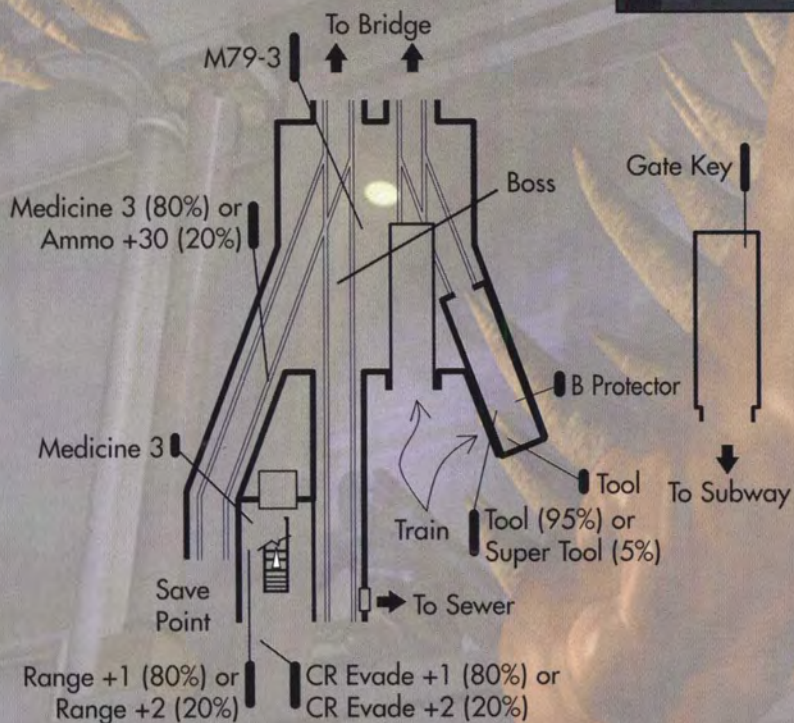
Boss
(Medicine 3, Ammo +30, M79-3,
CR Evade +1, or Range +1)

Tool (95%)
or Super
Tool (5%)



B Protector

Tool



Warehouse

Weapons: PPK (HG), M203-2 (GL), AT4 (RL)

Armor: Cm Protector, Sp Protector

Enemies: Rat (4) p. 166, Spider (4) p. 172, Crab (1) p. 187



This area is an optional part of the game. By going through the Warehouse, you can collect the **AT4 Rocket Launcher** along with several other weapons and armor. This is a very powerful weapon but you can easily win the game without it.

Before entering the Warehouse, clean out the two chests in front of the building. One of the chests is hidden behind the gate.



Enter the Warehouse and grab the **Cm Protector** while moving north. After a forced fight against a Rat, check out the south corner to find the **Warehouse Key**. Go through the door to the north, and follow the hall south to another large room.



Grab the **Rockets** and save before moving onward. Use the Warehouse Key on the west door and hurry across the catwalk. Collect the items in the next room, and then jump on the elevator cables to lower Aya down to the basement.



c r a b (1)

Suggested Level: 27

EXP	LVL	HP	BONUS/MINUS
2510	32	856	100/15

The Crab can be one tough customer. The trick to defeating the Crab is sticking to one of its sides, plus it helps to have the **Burst** effect on your weapon. From this position, you can hit all three targets (the body and both claws) with minimal risk. The Crab's claw attack and blue bubbles attack can't hit you if you're at its side; however, you do

need to worry about its eye lasers.

When the Crab's eyestalks pop up, you should run in front of it. This gives you the most room to dodge.

Quickly run to one side of the Crab and you should be able to stay one step ahead of the lasers. If the lasers hit Aya, they'll probably deplete more than half of her life bar, so you may want to cast **Barrier** just in case things don't go as planned.

If you don't have the Burst effect attached to your weapon, eliminate one claw at a time and then focus on the body. After defeating the Crab, you receive the **AT4 Rocket Launcher**.

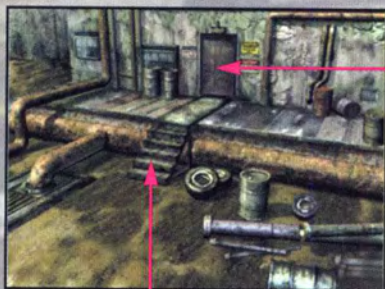
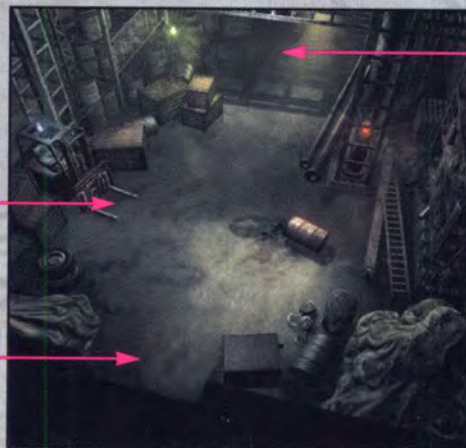


With the Crab out of the picture, there's only one thing left to do. Check the northwest corner, but keep your distance. You'll notice some steam gushing over a shiny object. Determine the pattern of the steam bursts, and then run in, grab the **Tool**, and get out. If the steam touches Aya, she'll take a hard hit to her HP. Now backtrack your way out of the Warehouse, and head to the police station to free up some inventory space.



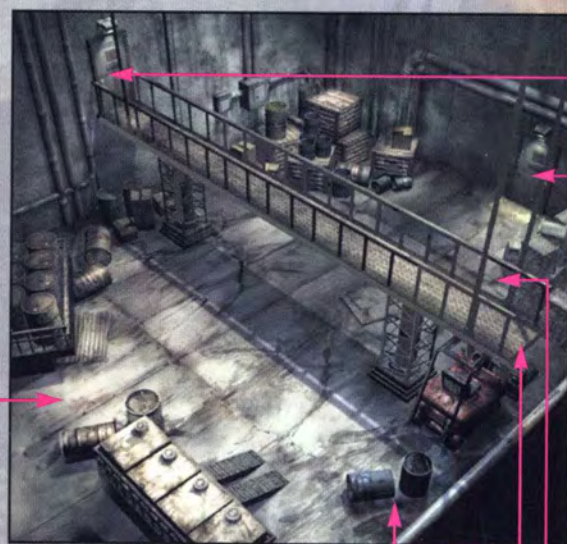
Warehouse Maps, Day Five

Cm Protector



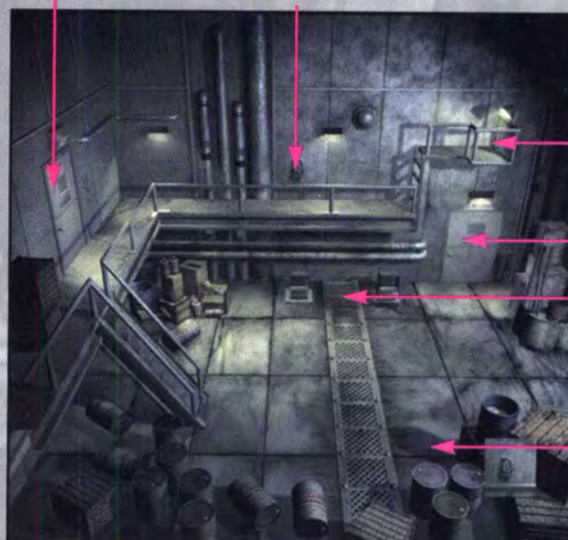
Tool

PPK Handgun



Warehouse Key

Save Point



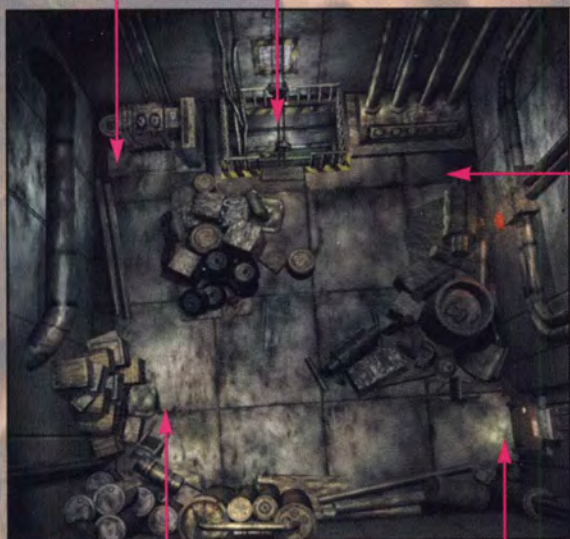
M203-2
Grenade
Launcher

Offense +2
(90%)
or Offense +3
(10%)

Sp Protector

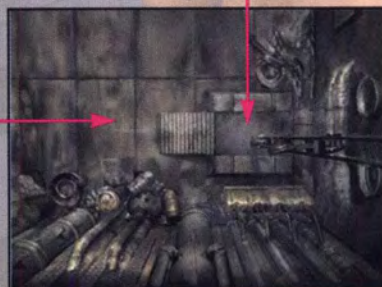
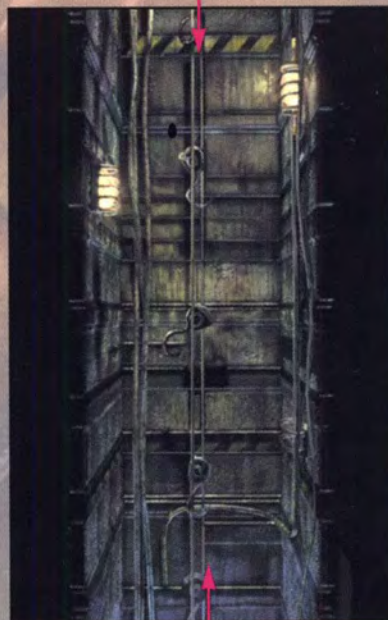
Rocket

Offense +2 (45%)
or Defense +2 (45%)
or Defense +3 (10%)

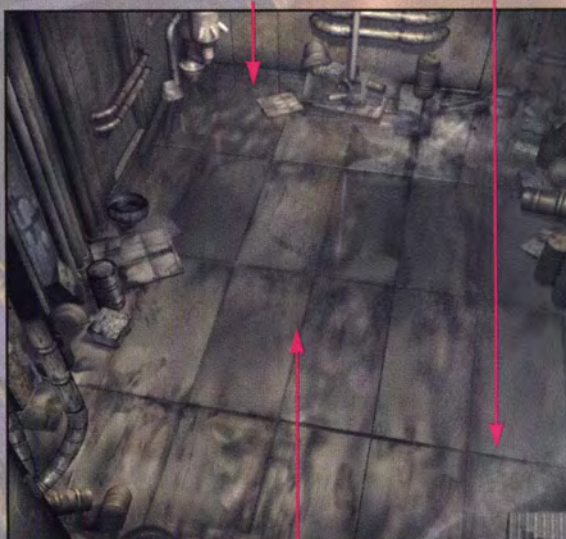


Tool

Offense +2
or Defense +1

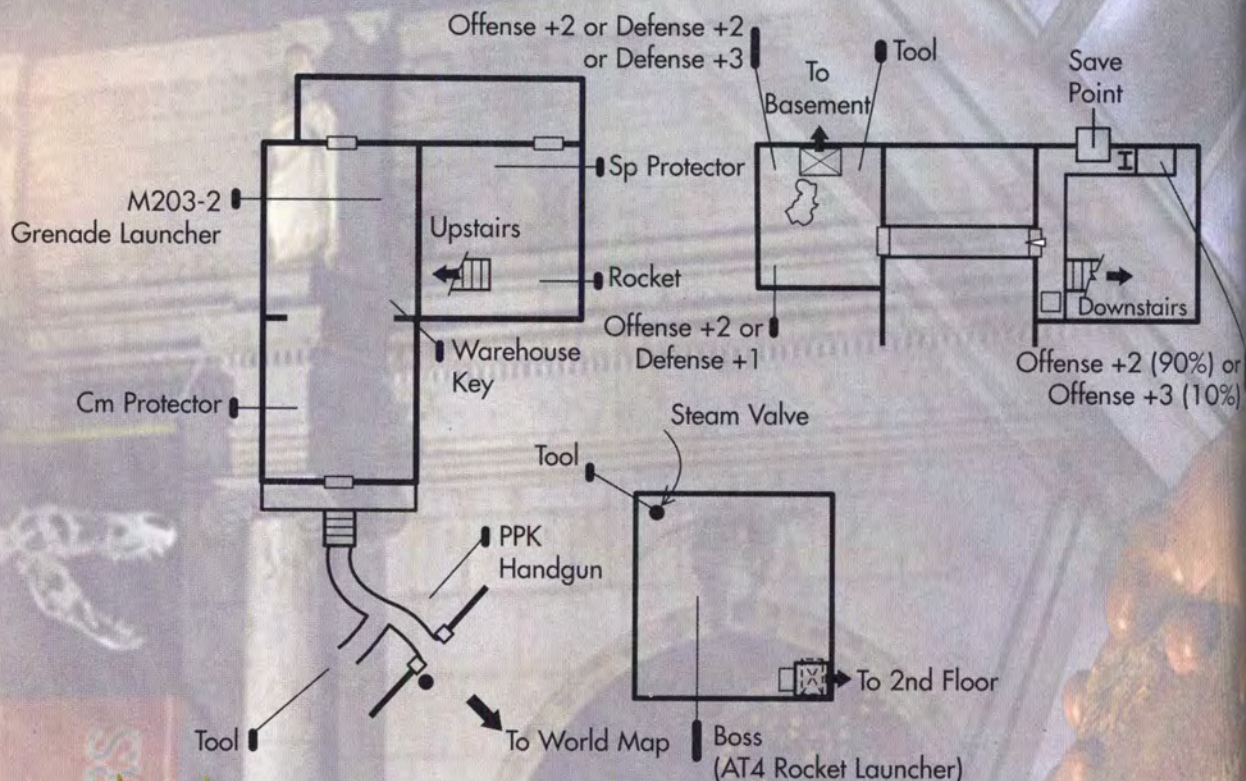


Tool



Boss (AT4 Rocket Launcher)

day five



MUSEUM

Weapons: P220-2 or G22 (HG), M203-4 (GL), MP5PDW (MG), M500 (SH), Maeda's Gun (HG), M8000 (HG), M9-3 (HG)

Armor: N Suit, Sv Protector, B Jacket 1, Cr Vest 2

Enemies: Troodon (1) p. 179, Chameleon (1) p. 178, Scorpion (1) p. 180, Armadillo (1) p. 180, Pterodactyl (1) p. 179, Triceratops (1) p. 188, T-Rex p. 188



Enter the Museum and follow the person wearing a white coat. Fight the raptor-like Troodons and then collect the nearby items. The path is blocked, so backtrack to the main lobby.

The stairs are blocked as well and the elevators aren't working because the security alarm has been activated. Go ahead and clean out the T-Rex room (the door just above the one you came out of), and then take the only remaining path—the north hall.

Inside the hall, you'll notice a podium sitting in the middle of the rainforest exhibit. Activating the podium gives you a quick quiz. Answer correctly to win a great prize. If you answer incorrectly, you get a second chance to win a not-so-great prize.



[answers]

The answer to this question is 9. At the end of the Museum section, you'll find a list of each of the question podiums. Just match the questions and the answer will be listed below.

[hidden room]

Press against the right wall as you walk through the rainforest exhibit. Eventually, you'll walk behind the plants. Angle to the southeast to find a hidden room with another question podium and a N Suit. *There's also a hidden room in this hidden room!* Push the crate below the white box to the side and you'll find a Tool and a Trading Card.



Head to the north from the rainforest exhibit to the first door on the left. Inside you'll find a large Scorpion blocking your path. Don't be intimidated; it's not as tough as it looks.

Go to the west after defeating the Scorpion. This is the room the mysterious person ran into. You can't go to the south, so go to the north and examine the next room. Grab the **M203-4 Grenade Launcher** from the chest, but ignore the stairs and go to the north.



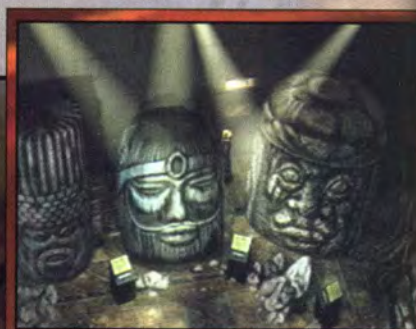


Take a look at the statues and immediately exit the room. This triggers an event where Aya gets her first look at an Armadillo. Defeat them and then return to the stairs and climb to the second floor. Check out the podium, but don't forget to examine the two partially hidden chests.

Head to the north to get a good look at the destruction caused by the Armadillos that attacked Aya earlier. Exit the building through the door in the north wall, and climb down to the bottom floor to grab an item. Then climb up to the third floor and go back inside the museum. Don't miss the **Rockets** on the fire escape!

[hidden tool]

There's a Tool hidden behind the statue just to the left of the door. You can get behind the head by entering the statue room from the outside.



Check out the podium as you enter, and then head to the south and check out yet another podium. Continue to the south, and then take the door to the east. Help put the Pterodactyl on the endangered species list and continue to the east.

Follow the hall to the stairwell/elevator area. Head through the double doors in the west wall, and then jump out the window after you've emptied the chest. Follow the ledge to the east, and then drop down and enter the broken window.

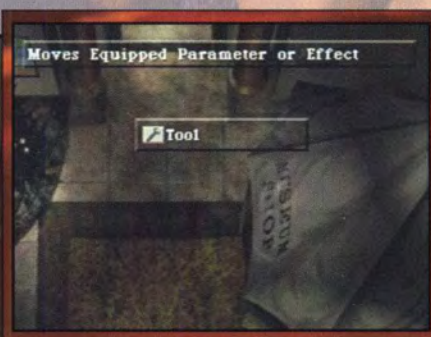


Go to the east through the double doors, and then head to the north. Continue in this direction until you reach the wide-open area covered in red carpet. The door to the security office is in the north wall. Go inside and flip the glowing white switch to shut off the alarm, and then save your game by using the phone.



[museum shop]

Explore under the Museum Shop's tent to find a couple of hidden chests.

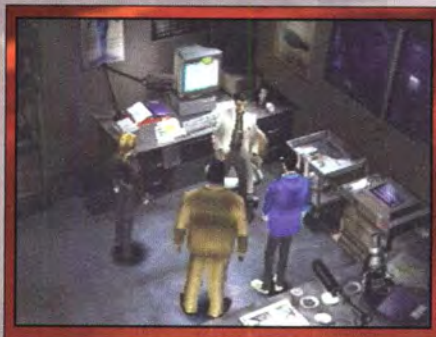


Check out the security monitors to get a view of Eve, and then head out of the room. After the FMV, go back down the hall you were in earlier and visit Dr. Klamp's office.

[hidden storage room]

Go as far back as possible in the security office, and then run to the right and toward the screen. You'll find a hidden elevator that leads to a storage room full of goodies on the fourth floor.





With Maeda's Gun and Klamp's Key in your possession, you have a decision to make. At this point, your inventory is probably overflowing with weapons, armor, and medicines. You can go to the Precinct and dump some stuff and then come back, or you can push on. It's your decision.

From Klamp's office, head to the west through the two sets of doors and test your knowledge again. Go north and then take the stairs up.

[chocobosaurus]

Once again another Final Fantasy VII reference. Take a moment to check out the prehistoric Chocobo before you head upstairs.



Wrap around the stairs and head to the south. Aya arrives just in time for the rebirth of a Triceratops.

triceratops (1)

Suggested Level: 31

EXP	LVL	HP	BONUS/MINUS
50,000	33	1650	60/10

The Triceratops can cause a lot of damage in a short period of time. Its bolt attack can inflict as much as 150 points of damage, as can its charge attack. Make sure you have plenty of health at all times, and use your Parasite Energy wisely.

At first, the Triceratops will charge toward Aya so fast that she won't be able to dodge it unless you use **Haste**. When it wears off, continue to reuse it. At the start of the fight, the Triceratops will only charge at Aya once, and then wander around. However, as you cause more and more damage to it, it will increase the number of times it charges in a row. Choose your shots wisely, or you could be left standing in its path.



Dodging the bolt attack is easy. As soon as it begins to charge up the attack, run over and stand close to and just a bit to the side of the Triceratops' head. When you find the correct spot, the bolt will harmlessly pass around Aya.



Once the beast's head is gone, it becomes susceptible to cold attacks. This being the case, you might want to equip a weapon with **Freezing Rounds**. The Triceratops' charging attack slows down considerably, so you won't need to use Haste anymore. Also, this ammo causes it to shoot bolts nearly nonstop.

Use the same strategy to dodge the bolts, and the dinosaur should quickly fall.



After the battle, proceed to the north and wander around if you'd like; however, to keep the story rolling, you need to take a few steps to the south. The Triceratops comes rushing back and knocks Aya into the T-Rex exhibit. Grab the items now if you didn't earlier, and then approach the slime-covered area to start your next battle.

t - r e x

Suggested Level: 32

EXP	LVL	HP	BONUS/MINUS
100,000	35	2400	256/32

The T-Rex is extremely powerful. Its flame attack can cause as much as 150 points of damage, and can hit Aya several times. At its worst, I've seen it cause 600-700 points of damage. Therefore, you must absolutely avoid its flame attack. To do so, you need to be behind—not next to—the T-Rex, or at least pressed as closely to its body as possible.



To accomplish this, you may want to cast **Haste** on Aya. This will make it much easier to get into position when the T-Rex decides to jump across the room. Remember that the T-Rex almost always follows a jump with a flame attack. Also, do your best to avoid getting stuck against a wall or in a corner. This makes it much more difficult to get into proper position.



The T-Rex's other attacks aren't much to worry about. It can shoot energy from its tail, but you can easily dodge the bolts. Its close-range attacks typically cause no more than 100 points of damage, so it should be a relief when the monster decides take a bite out of Aya. Defeat the T-Rex and you'll receive the **M8000 Handgun**.

[double action]

The M8000 has a special weapon effect that you haven't seen yet. The Command X2 ability enables Aya to perform two commands in one turn. If you're not planning to use the M8000, quickly transfer this ability to your main weapon.



Return to the Museum's main lobby and save your game. You may also want to return to the Precinct, because this will be your last chance to modify a weapon.

When you're ready, take the elevator to the fourth floor and grab the **Full Cure** or **Full Recover** from the chest next to the slime-covered door. Then hop onto the elevator and head back down to the second floor.

Head to the west past two doors, then go to the north, and finally up the stairs. Now head to the south to trigger another FMV. After the cinema, you'll notice a broken exhibit. Walk through the hole and angle to the west. You'll find a back room with a **Tool** and an **M9-3 Handgun**. Then take the stairs up and peek through the cracked door to find Eve.



[more items]

Check a room on the first floor before you head upstairs to face Eve. Go north, walk down the stairs, then head south to find a Super Tool and a Cr Vest 2, both of which should come in handy.

Answers to Quiz Questions

Q: How many animals are hiding?

A: 9 (Ammo +30 or Medicine 3)

Q: The name of the organelle that appeared in the first organism:

A: Mitochondria (Medicine 3, Medicine 4, or Revive)

Q: What was the nutritional source of the first organism that lived 3.9 billion years ago?

A: Nitrogen oxides from volcanoes (Revive, Tool, Ammo +30, Medicine 3, or Medicine 4)

Q: The mitochondria creates ATP (adenosine triphosphate) within the cell. How much energy is this equivalent to?

A: 200,000 V per cubic cm (Medicine 4 or Ammo +30)

Q: By taking mitochondria, which uses oxygen as its nutritional source, into the body and living with it symbiotically, the bacteria has acquired a tremendous amount of energy. What was the consequence?

A: Aging (Medicine 3 or Medicine 4)

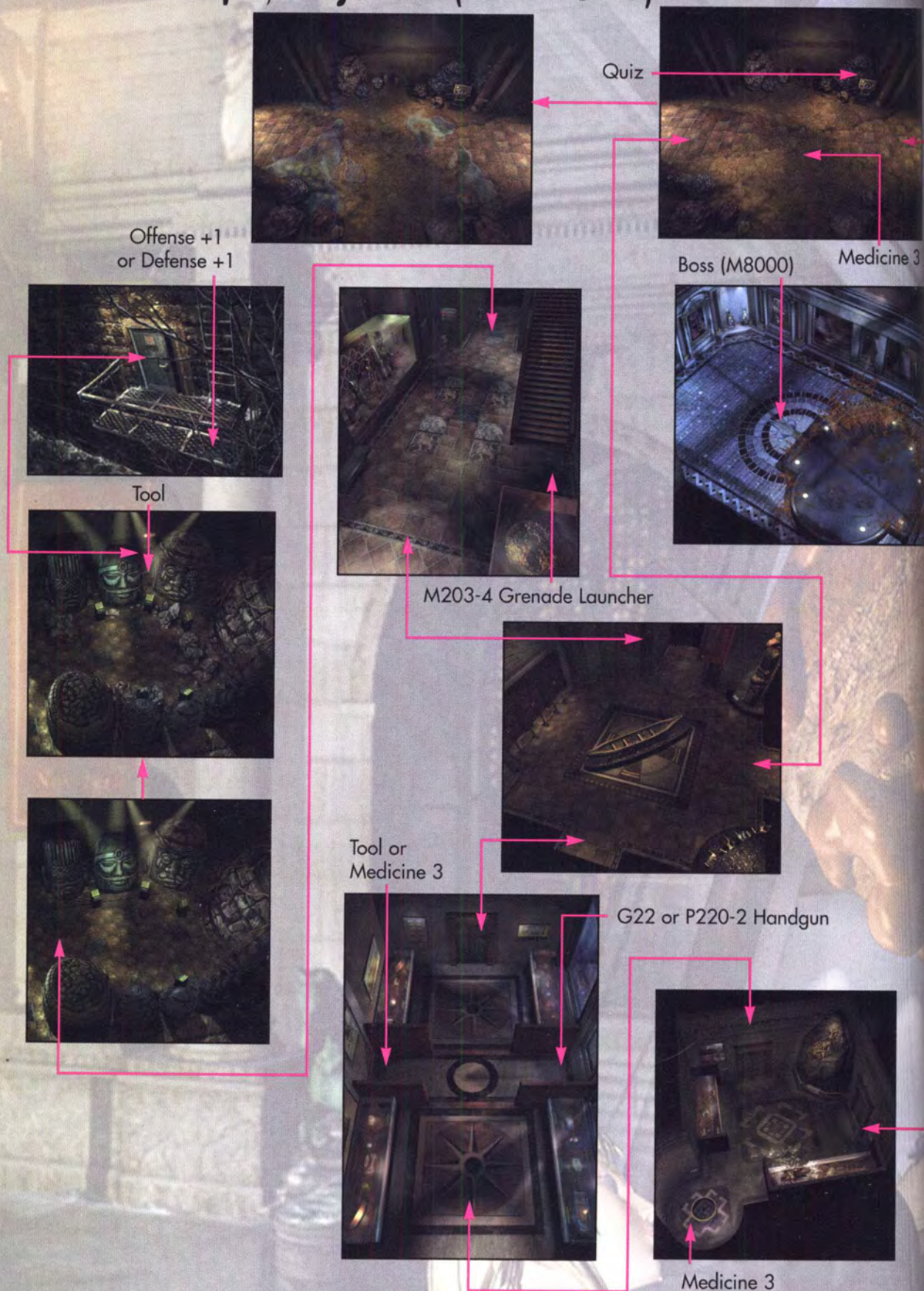
Q: In 1987, Cann & Wilson released a theory stating that humans were derived from Mitochondria Eve. Which organism is thought to be Mitochondria Eve?

A: An African female (Medicine 3)

Q: 25 Million years ago, oxygen increased in the air. Why?

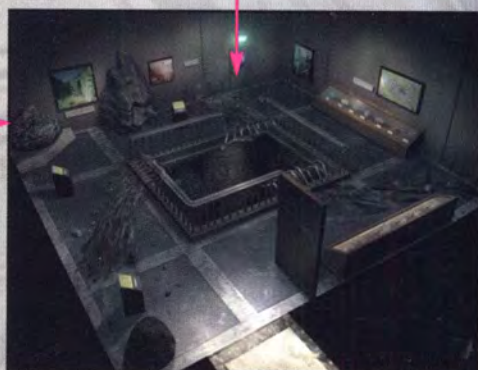
A: Photosynthesis by bacteria (Ammo +30 or Medicine 3)

Museum Maps, Day Five (Floor One)





Floor Two



CR Evade + 1
or PE + 1

Defense + 1
or Offense + 1



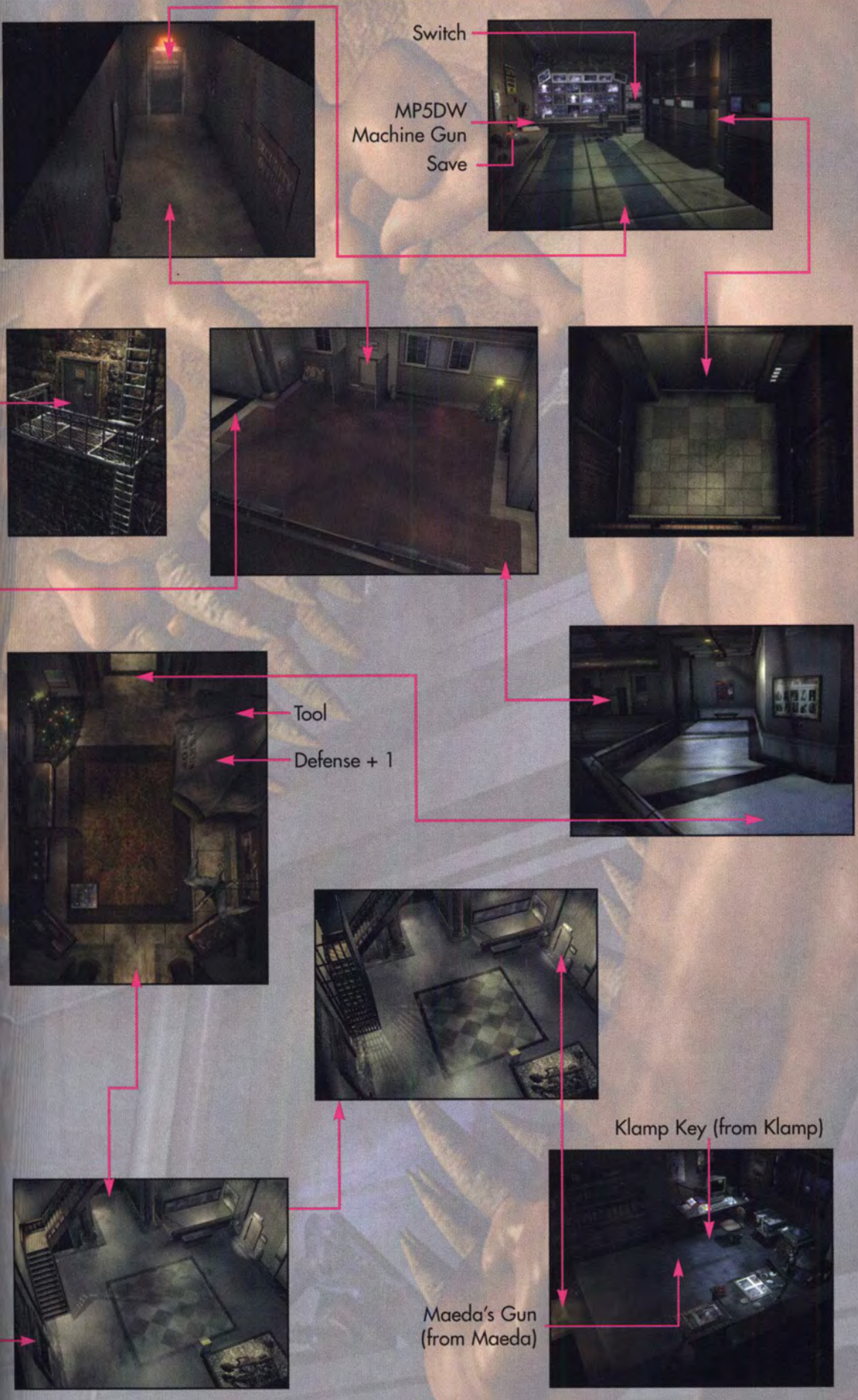
Revive

Cr Vest 2
Super Tool



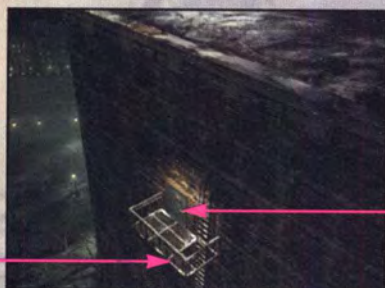
Quiz



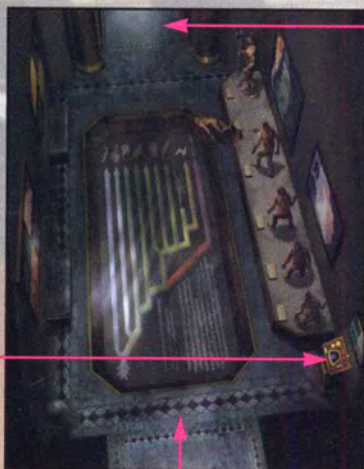


Floor Three

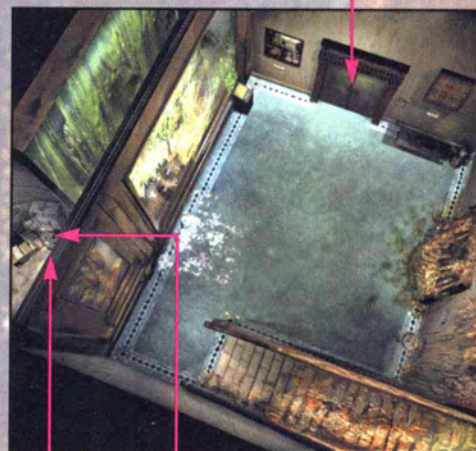
Rocket



Quiz



Quiz



M9-3
Handgun

Tool

Boss
(Ammo +6)



Medicine 4



Sv Protector



day five

Floor Four



B Jacket

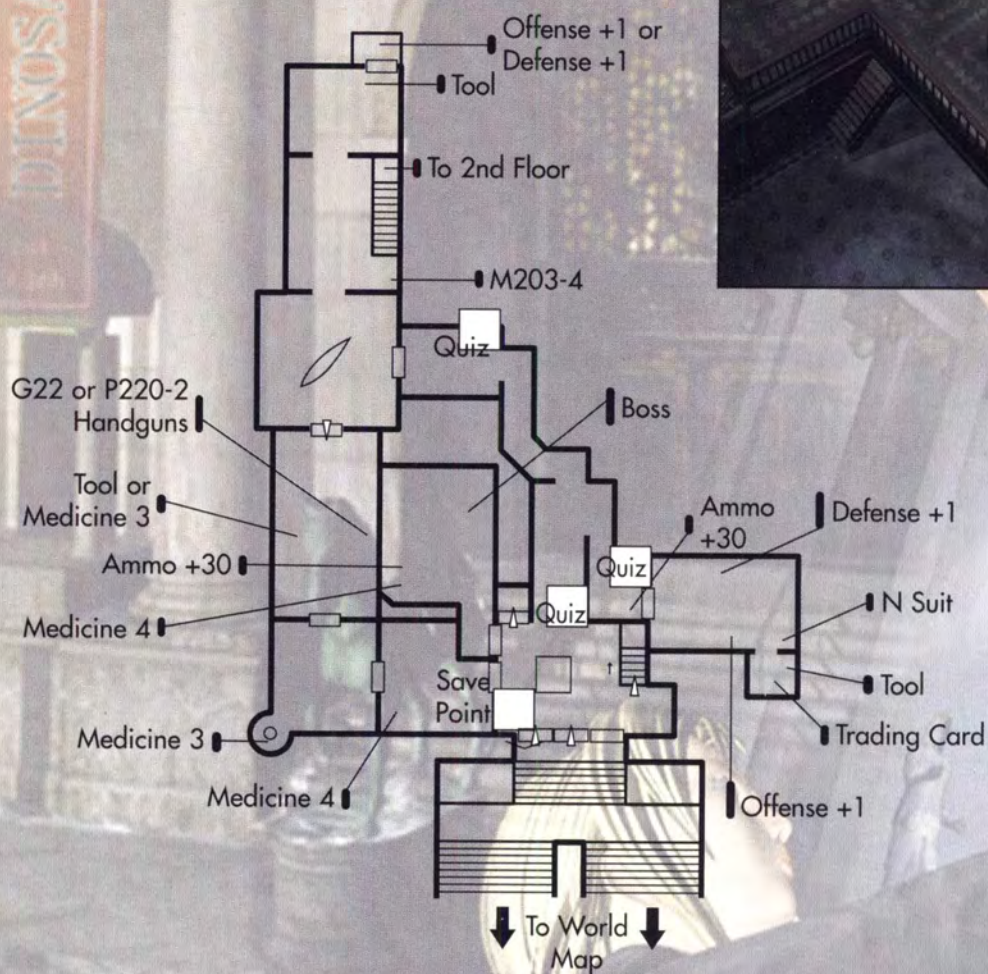
Cure-D

M500 Shotgun

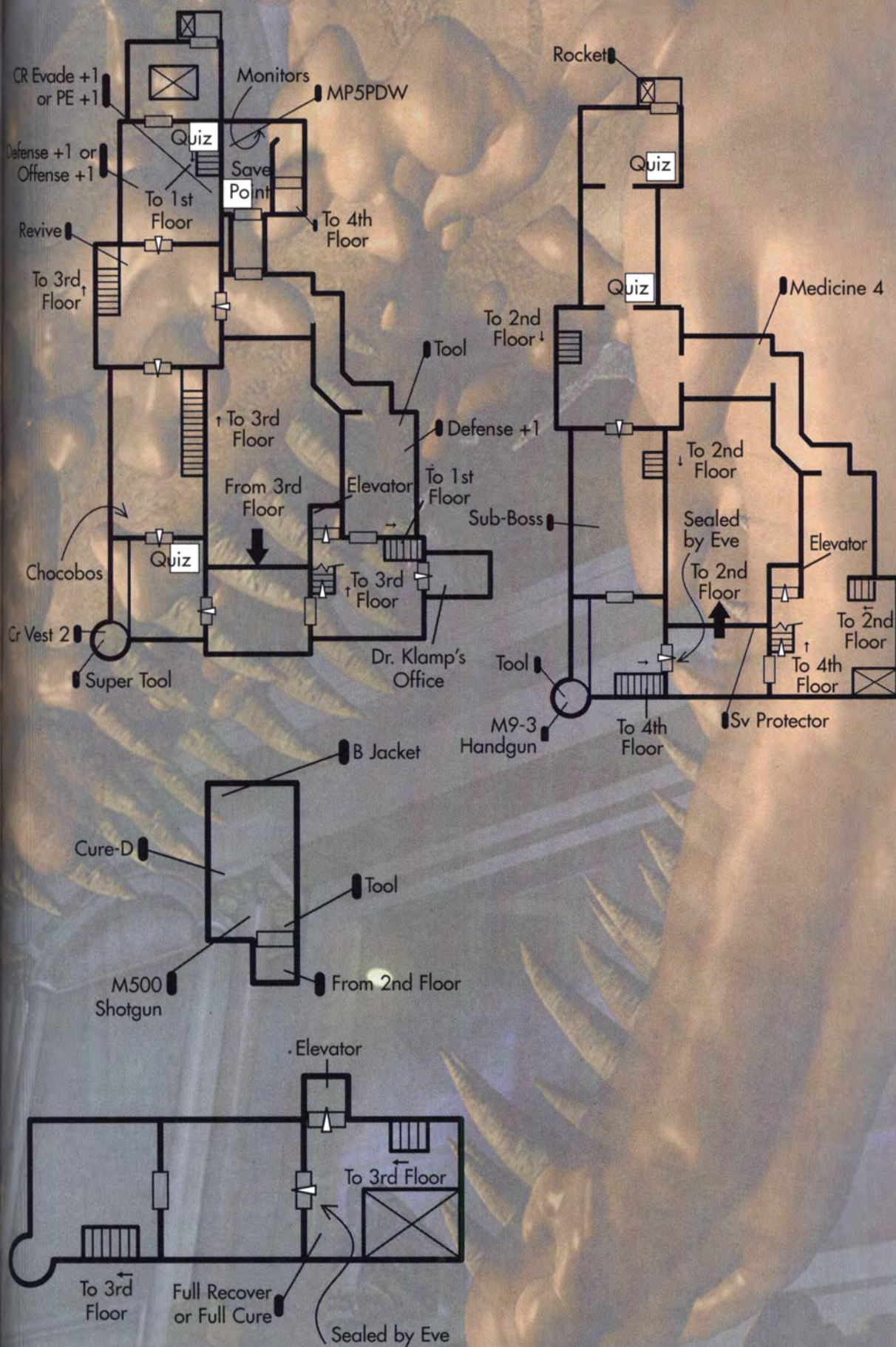
Tool



Full Recover or Full Cure



day five



Statue of Liberty

Weapons: None

Armor: None

Enemies: Eve (3) p. 192, Eve (4) p. 193

e v e (3)

Suggested Level: 33

EXP	LVL	HP	BONUS/MINUS
0	37	5250	1000/20

Now head to the north to find Eve resting next to the now gooey Statue of Liberty. But before you go, you should use your Bonus Points, check your inventory, reload your weapon, and do anything else you can think of. This isn't going to be easy!

It helps a lot in this fight if you have a weapon with the Burst and Command X2 effects. With these special weapon effects, you can hit all three parts of Eve's body with a single attack, and you can heal and attack in the same turn. You can also hit all three body parts with the AT4 Rocket Launcher; however, its ammo is limited, so you may want to save it for a little later.



At the start of the fight, you should keep a lot of distance between Aya and Eve. Eve has several devastating, close-range attacks that make her long-range attacks look weak. You absolutely don't want Eve to grab Aya. These attacks can hit four times, and can cause as much as 170 points of damage with each hit. Dodging these attacks is fairly easy, though. Stay a good distance away from Eve when you're not attacking, stay out of corners, and always keep moving from side to side.

Eve's long-range attacks aren't as easy to dodge, but they don't cause a lot of damage. Her energy ball attack shoots four balls at short, long, short, and long intervals. Typically, only one or two of them will hit you as long as

you continue to move. Eve can also cover the screen with a sweeping blast of energy needles. To dodge them, just run away from them and try to get behind Eve. Lastly, Eve can shower the field with energy from her back. The only guaranteed way to dodge this attack is to get directly under Eve.

Just make sure you quickly get out from under her so she doesn't have a chance to grab Aya.

After causing enough damage to Eve, she morphs into a more powerful version of Eve, thus taking you back to square one!



e v e (4)

Suggested Level: 33

EXP LVL HP BONUS/MINUS

10,000 37 2200 0/0

This fight is a little bit easier, but Eve is still deadly. Now she can fly around the screen so fast that Aya sometimes has trouble drawing a bead on her. This also makes it easy for Eve to fly in and out of your targeting dome, so be careful when you shoot. Never shoot more than twice—I'll tell you why later!



Eve has three basic attacks. Her physical attack is a quick blow that can hit Aya twice and poison her. It is tough to dodge because it is so fast. Just keep moving at all times, and she should only get in one hit. Eve can also hit Aya with a paralysis attack that can't be dodged. Two things can happen with this attack: Either Aya will get paralyzed, thus stopping her mobility; or she'll just get slowed down. Both effects are harmful, so you should use a **Cure-M** or cast **Medic** to get rid of the effect.



Eve's final—and deadliest—attack is her energy javelin. Occasionally, she'll fly off-screen and the camera will show a close-up view of her as she throws her javelin. This attack inflicts area damage, so the closer Aya is to the impact point, the more damage she'll take. This serves as a prime example as to why you need to keep Aya mobile. Eve loves to paralyze Aya and then hit her with the javelin, which can cause 400+ points of damage.



The key thing to remember when Eve launches her energy javelin is that you still have control of Aya although you can't see her. It's best to stay in a corner so that when Eve begins to launch her attack from the sky, you can run to

the opposite side. Remember: Don't stop running until the attack has exploded! If you can get far enough away, Aya won't take any damage.

Earlier I mentioned that you should only shoot twice at Eve on each turn. That's because you never know when Eve is going to try the javelin, and you can't control Aya while she's shooting. If you've programmed Aya to shoot several shots and Eve takes off, you'll miss Eve and Aya won't move until she's done shooting even though you can't see or hear the shots. So take quick shots and never get stuck in one place for too long.



To make things really quick, you can use the Parasite Energy **Liberate**. This will cause over a thousand points of damage to Eve, but it will also deplete all of Aya's Parasite Energy. It is, however, still worth the risk. After the attack, you'll only need to hit Eve a few more times to finish her off.

day six

December 29

[liberation]

day six

[d a y s i x] l i b e r a t i o n

Navy Cruiser

Weapons: None

Armor: None

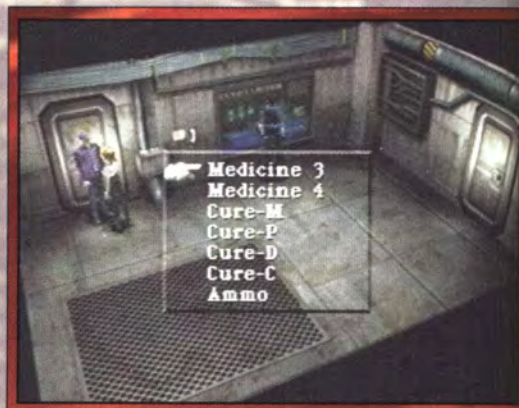
Enemies: Ultimate Being (1) p. 194, Ultimate Being (2) p. 194, Ultimate Being (3) p. 195, Ultimate Being (4) p. 196



As the day begins, head into the ship and talk to Wayne. He'll give you the chance to engrave a name—any name—onto one weapon and one piece of armor. Pick your best weapon and your best armor and do so. These items will be yours at the beginning of the EX Game (check the "Secrets" section to find out more).



After you're done with Wayne, save your game and then speak with the Naval Officer next to the phone. He'll give you a bunch of supplies from Admiral Williams, which you're sure to need. Be sure to clean him out on **Medicine 4s** and **Ammo**. You may also want to take the **Cure** items if you have room.



When you're done, return to the ship's deck and prepare for another surprise.

ultimate being (1)

Suggested Level: 33

EXP	LVL	HP	BONUS/MINUS
0	37	1500	0/0

This is an easy battle. Give Aya a weapon with a lot of range and good attack power. Step just close enough to the Ultimate Being to get it to double over. This indicates the beginning of its attack. Quickly run away from the Ultimate Being and you'll easily dodge the attack. Just don't get trapped too close to the Ultimate Being and always shoot the Ultimate Being twice after each of its attacks.

It can also perform one other attack that is unavoidable. The attack can hit Aya for all of her HP except one point. No problem, just use **Full Recover** and Aya will be as good as new!

ultimate being (2)

Suggested Level: 33

EXP	LVL	HP	BONUS/MINUS
0	37	1500	0/0

This battle has two stages. During the first stage, the Ultimate Being is a total wimp. Dodge its lighting balls by running around them, and they won't be able to track Aya. At this point, you should be able to hit the Ultimate Being twice before it performs its next attack. To dodge the Ultimate Being's lighting bolts, simply run under it. If you get there quickly, you can easily shoot the Ultimate Being four times. It helps to have a weapon that can hit both of the Ultimate Being's body parts at the same time, but if you don't have such a weapon, you should focus on defeating the body.

Once you've inflicted enough damage to the Ultimate Being, it will split into two parts. Your goal should be to kill the crawling body, because the flying head dies when the body dies. Dodging these two parts is tough—real tough! Your best bet is to quickly use the Parasite Energy **Liberate**. It will kill one of the two parts, while seriously damaging the other. If the body survives, just hit it a few more times and it will be dead before you know it.

ultimate being (3)

Suggested Level: 33

EXP	LVL	HP	BONUS/MINUS
-----	-----	----	-------------

?	??	??	?/?
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Now comes the real challenge. You'll want to fight this version of the Ultimate Being a lot like you did for the third version of Eve. For the most part, you should keep your distance unless the situation specifically calls for Aya to get up close and personal.

The Ultimate Being attacks in numerous ways. Its most basic attack is a simple 2-hit combo that causes a little over 100 points of damage. You can easily dodge one of the hits if you keep running away from the Ultimate Being when you're not attacking.

Perhaps its most lethal attacks are its area effect attack and grab attack. Both are nearly impossible to dodge. The grab inflicts close to 400 points of damage and the area effect attack halves Aya's HP. To dodge the area effect attack, you must get as far away from the Ultimate Being as possible. You'll know the attack is coming if the Ultimate Being sits on the ground and an arcane symbol appears below it. The grab is so incredibly fast that you'll only be able to dodge it if you're using **Haste**—but still that's no guarantee!

The best time to hit the Ultimate Being is when it hops into a corner. The Ultimate Being then launches a bunch of pink energy balls that can't hit Aya if she's directly under or behind the Ultimate Being. While these balls are flying around, you should be able to hit the Ultimate Being four or more times.

To help ease things along, you may want to pull out the AT4 Rocket Launcher. It can cause more damage than most guns, plus it has incredible range. Once you've caused about 1000 points of damage to the Ultimate Being, you should use the Parasite Energy **Liberate** again. This should inflict enough damage to finish off the Ultimate Being.

ultimate being (4)

Suggested Level: 33

EXP	LVL	HP	BONUS/MINUS
?	??	??	?/?

At first, Aya won't be able to do much damage to this evolved version of the Ultimate Being. So, to make things easier you should use the Parasite Energy **Barrier**, and then pick away at the Ultimate Being with anything but the AT4 Rocket Launcher. I know what you're thinking: "Only one point of damage!!" However, if you're patient, you'll get your opportunity to put a real hurt on the Ultimate Being once and for all.

Eventually, the means to defeat the Ultimate Being will be delivered to Aya. She's automatically equipped with the new ammo and Maeda's Gun. Select your shots carefully and begin pounding away at the Ultimate Being. This creature will fall in no time.

The battle may be over, but the job isn't quite finished. Now Aya must RUN away from the Ultimate Being and find something on the ship to destroy it once and for all. As you run, be sure to pause the game if you're following my directions. If not, the Ultimate Being will overtake Aya and you'll have to do the whole fight over again.

1. Run to the west to the door, the same one you entered earlier.
2. After viewing the map, Aya will come to the revelation that she must get to the Engine Room. Her first step is to head through the door to the left, which the Navy Officer was blocking earlier.
3. Go to the north and turn west at the intersection.
4. Run up the hall and take a right through the first door.
5. Run down the stairs and into the door at the bottom.
6. Go to the east and head north at the intersection. Climb down the ladder to reach the Engine Room.
7. Quickly search the control panel just below where Aya enters the room.
8. Once things are ready to blow, head to the south over the pipes and then climb the ladder that's a bit to the west.
9. Head to the south and pass through the door.



10. Continue to the south, and then pass through the door in the west wall.
11. Quickly run up the stairs and through the door at the top.
12. Sprint down the hall to the west and through the exit.

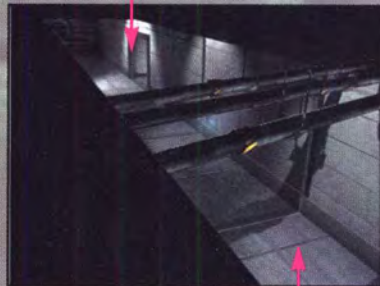
You've won! Now sit back and enjoy the ending.

[ex game]

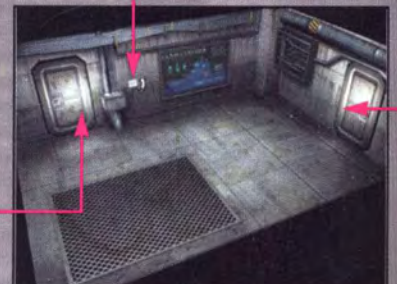
Let the credits play to the end. When it's finished, you'll receive 3000 Bonus Points for finishing the game and the chance to save your game. This saves the data as "Clear Data" and opens up the option on the main menu to play the EX Game. You begin the EX Game with your personalized weapon and armor, plus you can access a new location: the Chrysler Building.

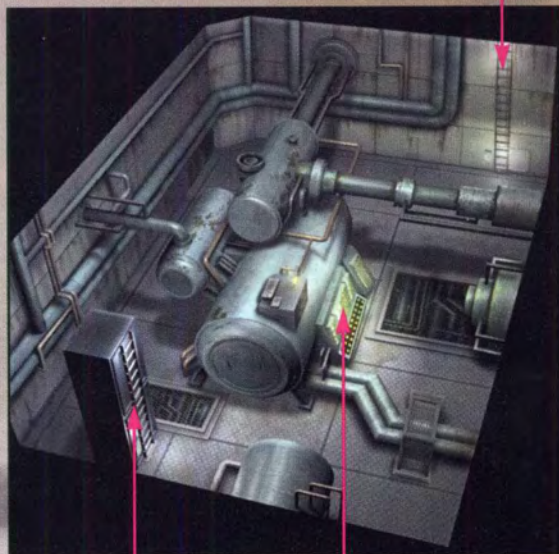
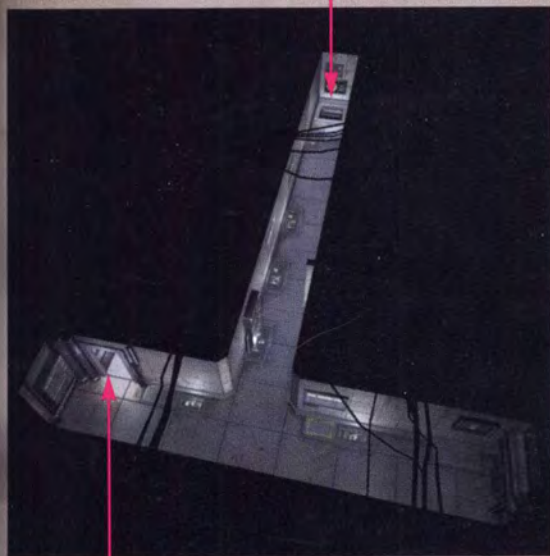


Cruiser Maps, Day Six

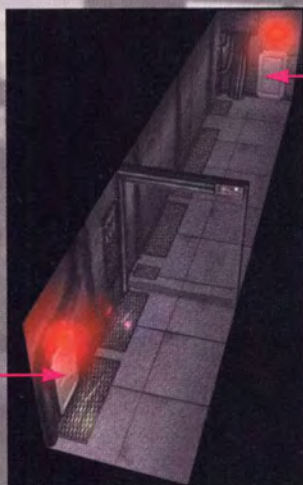


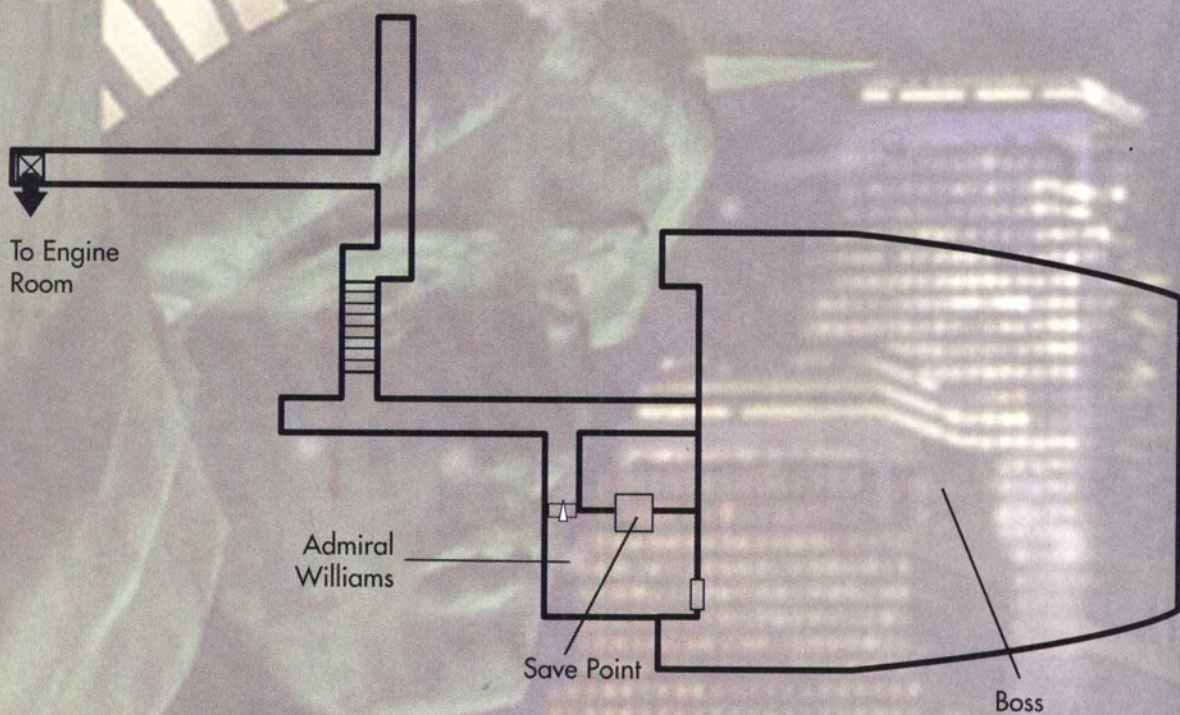
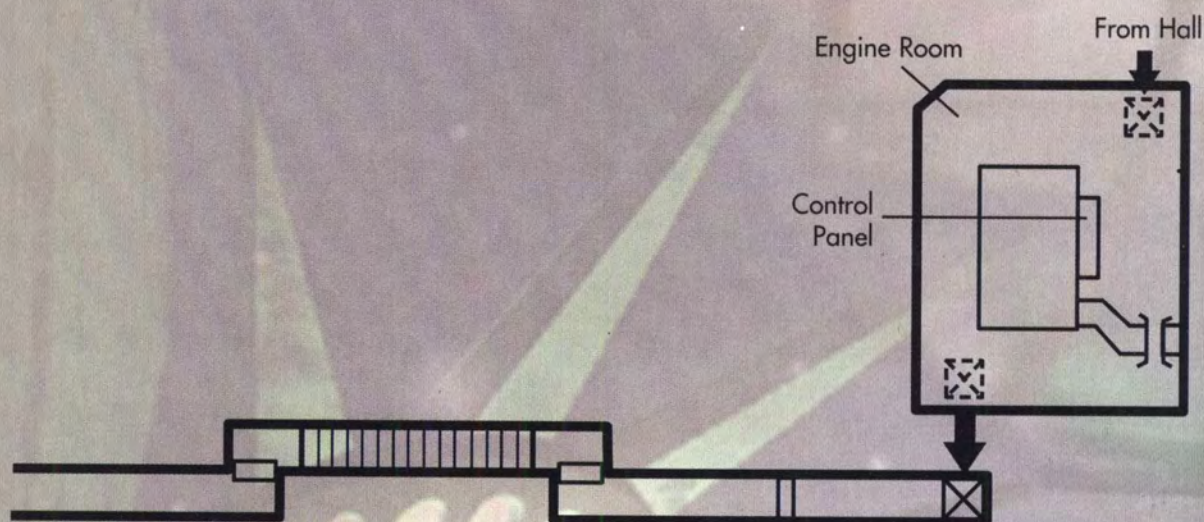
Save Point





Control Panel



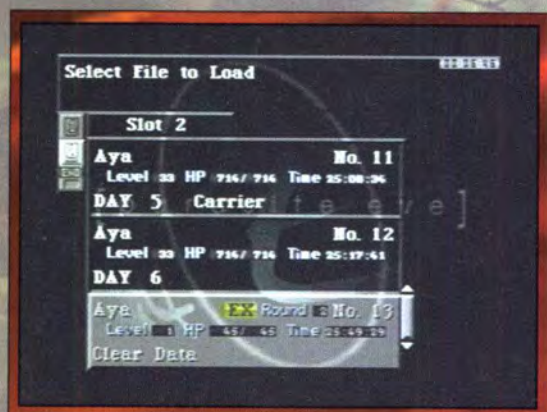


EX Game

[EX Game]

ex game

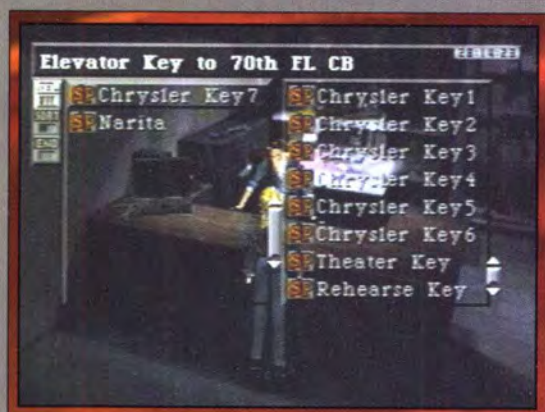
Chrysler Building



You can only access the Chrysler Building in the EX Game. To get the EX Game, you must first complete the normal game, and then choose to save your game AFTER THE FINAL CREDITS HAVE FINISHED. If you turn off your machine before the credits finish, you won't be able to save and try the EX Game.

The Chrysler Building is 77 floors of terror. On each floor you'll find valuable items that aren't available in the normal game. In addition, you'll battle new Bosses every 10th floor. Before you begin, however,

you should complete most of the normal game a second time to build up Aya's HP. Otherwise, the enemies will probably prove to be too much for you. There aren't any save points in the Chrysler Building, so it's imperative that Aya is tough enough to push through at least 10 floors at a time.



To explore the building, Aya must use the stairs to go from floor to floor until she finds a **Chrysler Key**, which gives her access to the elevator. Each key works for 10 floors, and you'll always find a key after defeating a Boss. For example, defeating the floor 10 Boss (Spiderwoman (2)) gets you the Chrysler Key for floors 1-10. However, because you've already defeated floors 1-10, you'll only need to use the key to exit the building, go to the Precinct, and empty your inventory without having to walk all the way down and then back up again. Note that you should always be sure to leave and save your game after every 10 floors.

Unlike all other areas of the game, the items and monsters in the Chrysler Building are randomized each time you play through. However, the game only builds from a set number of maps, which you'll find near the end of this section. The only floors that aren't randomized are the Boss floors (10, 20, 30, 40, 50, 60, and 70). These maps will always remain the same, and there will always be a Boss on these levels.



[Chrysler keys]

Each time you receive a new key, you can put the old key in storage. The new key will enable you to access the levels the previous key accessed, plus the 10 levels you just completed.



You'll also find a storage room on each level. The items in this room tend to be a lot more powerful than those found in the normal game. In addition, as you climb higher and higher, you'll receive stronger and stronger items.

In this section, you'll find a listing of each of the items

you'll find as you wander the building. These items tend to appear in the order presented, but they may be slightly different in your game. You can use the item lists to help you determine whether or not you're interested in locating the items in the storage room on each level.

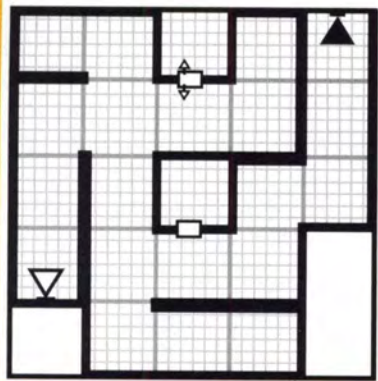
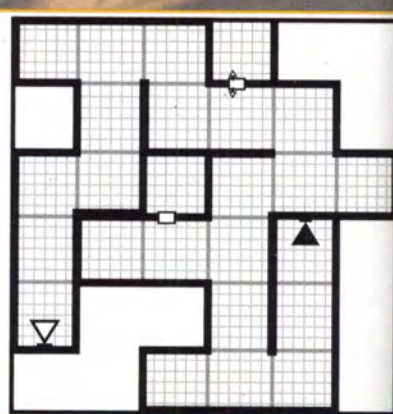
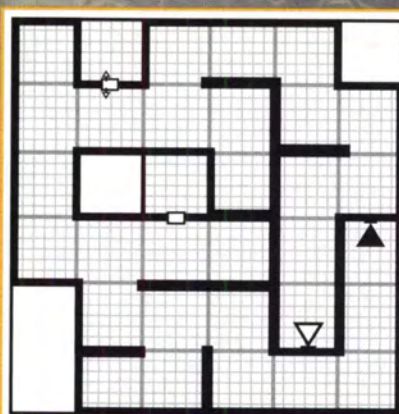
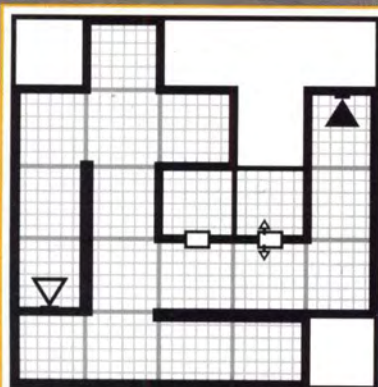
If you can complete the Chrysler Building, you'll get a special treat—a second ending movie. Is it worth it? You bet it is!

Using the Maps

As mentioned previously, the Chrysler Building is randomly constructed from a large selection of maps as you go from level to level. The only maps that aren't randomly placed are the Boss floors (10, 20, 30, 40, 50, 60, and 70-77). But don't worry! We've included all of the possible maps in this section; the tough part for you is determining which map you're on at any given time.

To make things easier, we've grouped the maps by placing those with similar starting points together. In other words, if two maps both turn to the right after the first hall, they've been placed together. This may seem a bit complex at first, but once you've figured out one or two maps, the rest will be fairly easy to pick out.

Lets look at an example:



Here are four Chrysler Building maps. These four maps would appear together on a page because on each one the first hall leads to an immediate right. However, you'll notice that they're separated into two groups. This is because both sets go in different directions after the right turn. The two on the right side lead to a section that turns north; the two on the left side lead to a 4-way intersection. Also, we should point out the black and white arrows on the maps. For your convenience, they have been coded as follows: a white arrow denotes an entrance; a black arrow denotes an exit.

At this point, you should be able to determine that your map is in either the left or right group. For now, let's say it's in the left group. The easiest way to determine which map you are on is to head for a dead end, elevator, or storage room that's near the starting point on one of the two maps. In some cases, it may be as simple as taking a few turns to determine which maps to eliminate, because they don't follow the path you've taken.

If you turn from the 4-way split and head to the north, you'll immediately know which of the two maps you are on. This is because the next section would either turn left, or it would lead to a dead end. Get the idea?

Like I said, it's not always easy to figure out which map you're on, but these maps are well worth using. Just have a little patience and pay close attention to what you're doing. By the way, it also helps to keep a coin nearby. By doing so, you can mark the map you're currently on, so if your attention gets diverted for a moment, you won't forget which map you're on.

Floors 2-10

Things start off easy. Just make sure Aya has lots of HP and you'll get through easily. This is a great place to collect **Junk**, if you're trying to get one of Wayne's special weapons. (See the "Secrets" section for more details.)

Enemies: Bat (2), Raptor (2), Crow (3), Rat (5)



10th Floor Boss: Spiderwoman (2)



This fight is similar to the second part of your confrontation with the Spiderwoman on top of the hospital. If your weapon is powerful enough and Aya has a high level, you should have no trouble getting past this enemy. Defeating this Boss gets you the **Chrysler Key 1**. Now you can use the elevator to go between floors 1 and 10.

A Items:

Offense +1~4
CR Evade +1~4
Tool
USP-2 (HG)

B Items:

Tool
M1911A4 (HG)
Tool
Sp Vest 2

C Items:

M16A2 (RI)
Tool
CR Evade +1~4

D Items:

PE +1~4
Kv Jacket
M79-4 (GL)



E Items:

P38 T Card
P228 (HG)
PE +1~4
CR Evade +1~4

F Items

Sv Jacket
CR Evade +1~4

G Items

PE +1~4
P226 (HG)
Defense +1~4

H Items

Range +1~4
Bullet Cap +1~4
Rocket Ammo
Tool

I Items

Bullet Cap +1~4
Offense +1~4
Offense +1~4



Floors 11-20

Things get a bit rougher here, but there's still not much to worry about. One new element is introduced. From this point on, you might encounter a monster called **Treasurebox** when opening chests. These creatures are extremely annoying and equally as tough. They get to attack immediately and can cause as much as 450 points of damage with a single attack. Keep up Aya's HP while you're treasure hunting, or you may pay the ultimate price.

Enemies: Mole (2), Bat (2), Snake (2), Monkey (2)

20th Floor Boss: Alligator (3)

These two should remind you of something. Unlike the large Boss you fought in the sewers, these creatures only have one target each. Using Aya's superior firepower, you should be able to kill them off quickly. Win this battle and you receive the **Chrysler Key 2**.



A Items:

Cr Jacket
Defense +1~4

B Items:

Tool
Treasurebox (monster)

C Items:

Tool
Tool
M203-5 (GL)

D Items:

Tool
M96 (HG)
Bullet Cap +1~4

E Items:

Kasul T Card
Offense +1~4
Rocket Ammo

F Items:

Super Tool
Club 4 (MW)
Defense +1~4

G Items:

AM44 (HG)
P229 (HG)

H Items:

PE +1~4
Sp Suit 1

I Items:

Full UZ (MG)
Range +1~4
B-Hawk T Card

J Items:

Kv Suit 1
Tool



Floors 21-30

The Cats and Plants on these floors present you with your biggest challenge. Try to eliminate them quickly, or they're sure to inflict some major damage to Aya.

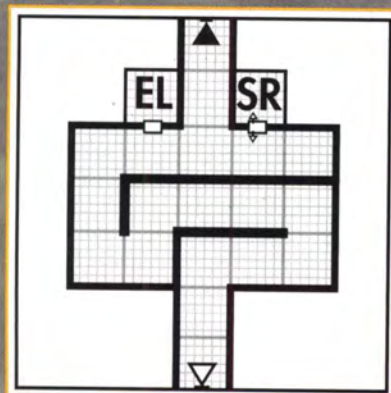
Enemies: Flyman (2), Spider (4), Snake (2), Plant (2)



30th Floor Boss: Centipede (2)



This battle is similar to your first encounter with the Centipede in the subway tunnels. Stick to the side of this Boss until it splits. Then keep track of which body part you're damaging, and quickly eliminate one of the four. It's best to stay in the empty spot to avoid the remaining parts while you finish the job. You receive the **Chrysler Key 3** for defeating this Boss.



A Items:

Treasurebox (monster)
Tool

B Items:

Tool
PPKS T Card
Tool

C Items:

Bullet Cap +1~4
Tool
Super Tool

D Items:

Super Tool
CR Evade +1~4
Mark 23 (HG)

E Items:

Offense +1~4
Tool
M870-2 (SG)

F Items:

Type64 (RI)
Defense +1~4

G Items:

Treasurebox (monster)
Cm Jacket

H Items:

B Jacket 2
M1 T Card
Offense +1~4

I Items:

Range +1~4
CR Evade +1~4

J Items:

Tool
Sv Suit 1
M79-5 (GL)

Floors 31-40

The Cats and Plants are still your greatest challenge at this point. If you have **Burst** on your weapon, you should be able to eliminate most enemy groups with only a couple of shots. Don't worry, though, things are going to start getting difficult really soon!



Enemies: Cat (2), Chameleon (2), Mixedman (2), Flyman (2), Plant (2)

40th Floor Boss: Triceratops (2)



Remember how tough this Boss was in the Museum? Well, it still has the same attacks, but this time the attacks cause a lot more damage. Follow the same strategy you used in the previous fight and you should



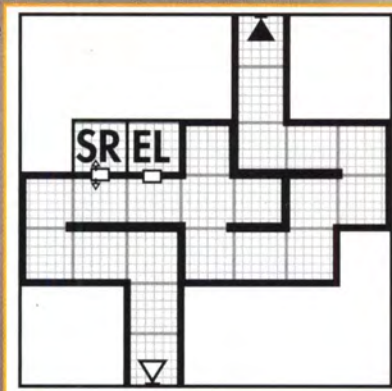
do just fine. If your weapon is strong enough, this fight should be over before things can get too crazy. You get the **Chrysler Key 4** for defeating this Boss.

A Items:

PSG-1 (RI)
Tool
Full Cure
Bullet Cap +1~4

C Items:

Tool
Rocket Ammo
Defense +1~4
Sv Suit 2



B Items:

Cm Suit 1
Tool
Full Recover

D Items:

MP5A5 (MG)
MK5 T Card
Sp Armor 1
BAR T Card

E Items:

Treasurebox (monster)
Tool

F Items:

MP44 T Card
Treasurebox (monster)

G Items:

MG42 T Card
CR Evade +1~4
M1911A5 (HG)
Defense +1~4

H Items:

Maverick (SG)
Range +1~4

I Items:

Treasurebox (monster)
Kv Armor 1

J Items:

Treasurebox (monster)
Tool



Floors 41-50

More of your old enemies return to haunt you on these floors. The Parrots and Armadillos are still a breeze to dodge, but watch out for the Frogs and Scorpions. Fortunately, you shouldn't have to face more than one Scorpion at a time.

Enemies: Parrot (2), Armadillo (3), Frog (3), Scorpion (3)

50th Floor Boss: Cockroach

Just when you thought Eve had lost her creative flare, she throws a giant Cockroach at you. However, it's going to take a lot more than a can of Raid to kill this creep! Keep your distance from its antennae and you should be all right—that is until it releases a larva. When this occurs, the main roach becomes a flying roach. It's best to hit both roaches with each shot. By doing so, you can quickly eliminate both of them. Win the battle and you receive the **Chrysler Key 5**.



A Items:

SAR (RI)
Tool
M29 T Card

B Items:

M73 T Card
PE +1~4
Super Tool
AT4-1 (RL)

C Items:

Tool
Bullet Cap +1~4

D Items:

Treasurebox (monster)
Cr Suit 1

E Items:

Treasurebox (monster)
USP-3 (HG)

F Items:

Offense +1~4
Rocket Ammo
Cm Armor 1
Tool
Range +1~4

G Items:

Treasurebox (monster)
Treasurebox (monster)

H Items:

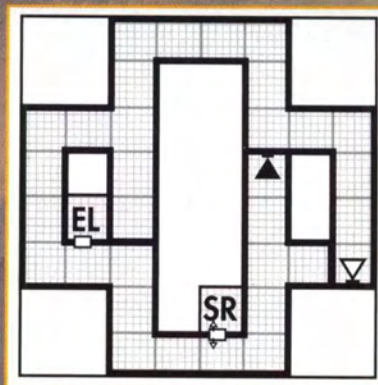
Tool
Treasurebox (monster)

I Items:

B Suit 1
Treasurebox (monster)

J Items:

G20 (HG)
Tool
Offense +1~4
Sv Armor 1



Floors 51-60

You're about to be introduced to two new enemies. The Rat-Large is just a huge version of a normal Rat, but it's a bit more lethargic than its smaller brethren are. Squirrels are, quite frankly, a pain in the neck. They quickly attack with spread fire that confuses Aya, plus it causes a sizable amount of damage. Then, just to be a pain, they run away from battle as soon as they get hurt.

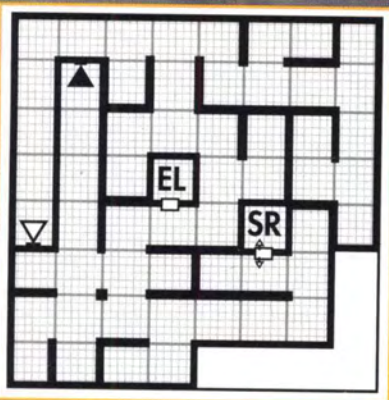


Enemies: Ratman (2), Armadillo (3), Rat-Large, Rat (6), Squirrel

60th Floor Boss: Crab (2)



You **MUST** use **Haste** in this battle. The Crab's speed has been increased dramatically since your first encounter with its kind. If you don't use Haste, you'll have a really tough time keeping up with this Boss. Outside of using Haste, the tactics you used during the first fight should work just as well this time around. Defeat the Crab, and you receive the **Chrysler Key 6**.



A Items:

Type38 T Card
CR Evade +1~4
Sp Armor 2

B Items:

Rocket Ammo
MP5SD6 (MG)

C Items:

B Suit 2
Treasurebox (monster)

D Items:

M712 (HG)
Treasurebox (monster)

E Items:

S12 (SG)
PE +1~4
Full Recover
Cr Armor 1

F Items:

Treasurebox (monster)
Treasurebox (monster)

G Items:

Treasurebox (monster)
Full Cure

H Items:

Treasurebox (monster)
FA-MAS (RI)

I Items:

Range +1~4
Defense +1~4

J Items:

Tool
Tool
Tool

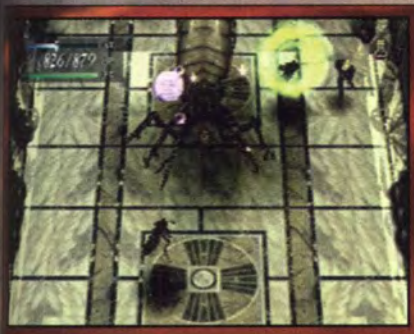
Floors 61-70

Now things get tough... Really tough. The enemies on these levels don't play around, especially the Dogmen and Rats. If you haven't been stocking up on **Medicine 3~4** and **Revives**, then now is the time to start. You should conserve as much as possible before facing the Boss, but don't be shy about healing when the need arises. Always remember that if you can whittle down an enemy group to a couple of Bacterium, you can easily let Aya's PE rebuild and restore her to full health.



Enemies: Rat (6), Poison-Snake (3), Bear (2), Dogman (2), Bacterium (2)

70th Floor Boss: Bee



This is a really tough fight. Hopefully you've stocked up on **Revive** and **Medicine**, or this could be a really quick fight. Dodge the queen's energy attack and pick off the small bees before they have a chance to heal their queen. Always try to



hit the queen when picking off the smaller bees, or it will take an eternity to deplete all 15,000 of the queen's HP. (For more specifics, refer to the Full Bestiary.) Defeating the queen gets you the **Chrysler Key 7**.

A Items:

PE +1~4
M500-2 (SG)
Full Recover
M500 (SG)

B Items:

Defense +1~4
Treasurebox (monster)

C Items:

Treasurebox (monster)
Treasurebox (monster)

D Items:

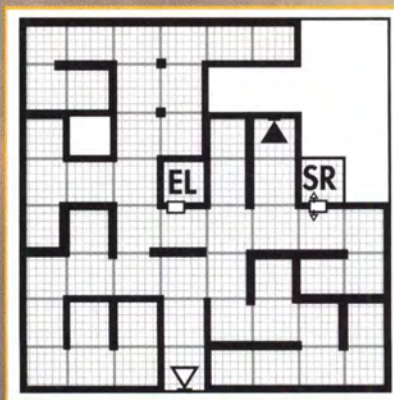
XM177E2 (RI)
Tool
Range +1~4
Full Cure

E Items:

Treasurebox (monster)
Treasurebox (monster)

F Items:

Super Tool
Cm Armor 2
Bullet Cap +1~4



G Items:

B Armor
M96R (HG)
Super Tool
Tool

H Items:

Treasurebox (monster)
Type3 T Card

I Items:

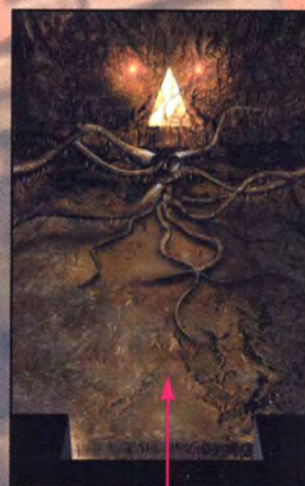
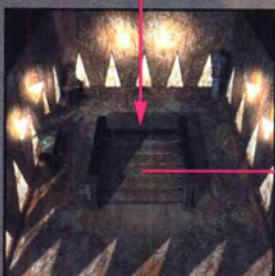
M203-6 (GL)
Offense +1~4
Sv Armor 2

J Items:

Eagle T Card
PE +1~4
Club 5 (MW)
Cr Armor 2

71-77: The Final Floors

Time to check your status. Aya's weapon should have an attack of around 400+, her armor's defense should be 200+, plus she should be at least level 36 or 37. Remember this: The stronger your equipment, the better your chances. The walk to the top is a refreshing little breather, but the surprise on the 77th floor is your ultimate challenge.



The Final Confrontation

The mystery Boss is extremely challenging and presents a real stamina battle. Make sure you take lots of **Medicine 4s**, **Medicine 3s**, and **Revives** so that you can go the distance. You should also have your main armor and a second piece of armor in your inventory. This is necessary so you can jump-start Aya's PE when it stops refilling.

Begin the battle by using **Liberate** against the Boss. Keep doing so until the Boss finally has one of its companions heal it. I suggest using **Liberate**, because the Boss seems to take longer before it decides to strengthen its attack and starts healing constantly.

Using **Liberate** often will quickly deplete Aya's PE, so you'll need to switch armor often to give her PE a kick-start. Also, try to use Medicines to keep up Aya's HP. You'll need all of Aya's PE for **Liberate**.

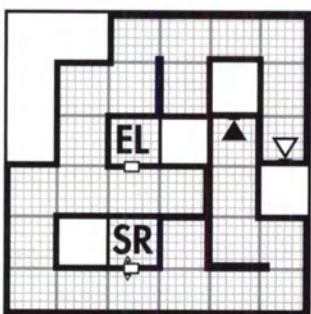
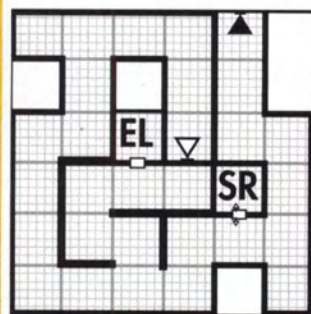
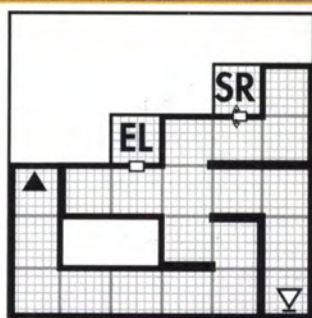
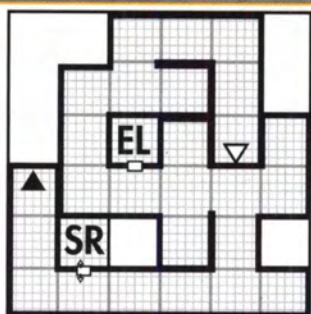
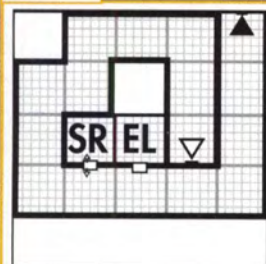
After the Boss gets healed once, you should switch your attack. Start shooting the Boss constantly and ignore the damage done to Aya. Stay in the middle of the screen for a better chance of surviving some attacks. Otherwise, let **Auto Heal** and **Revive** do their jobs.

If Aya's PE gets high enough, you can attack twice, and then use **Liberate**. However, using **Liberate** is no longer your main concern. Now you just need to inflict a ton of damage in a very short amount of time.

If the Boss begins to heal for 5000 or 6000 points, you're probably out of luck. It's really difficult to cause that much damage in a short amount of time as quickly as it can heal itself.



Chrysler Building Maps



Left Turn

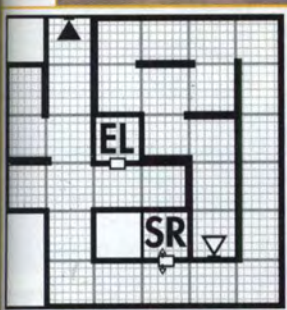
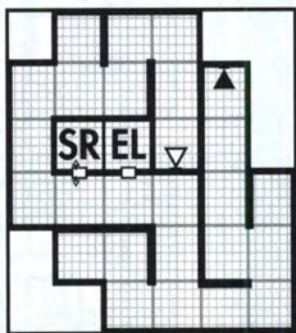
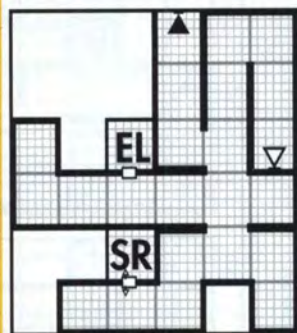
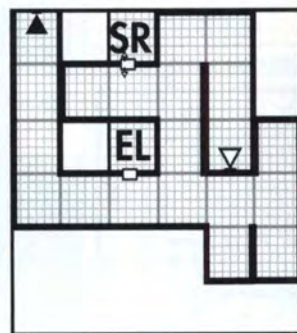
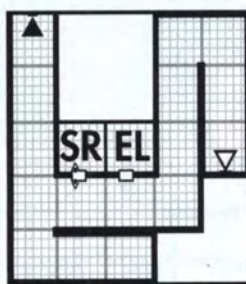
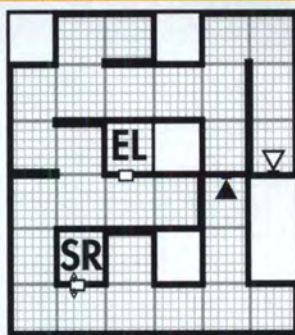


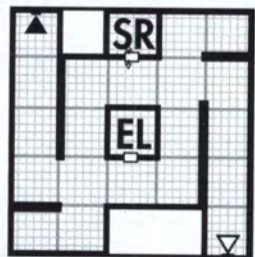
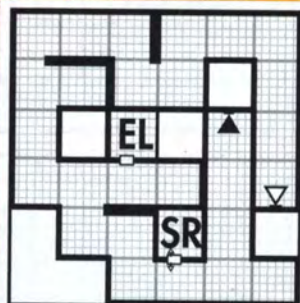
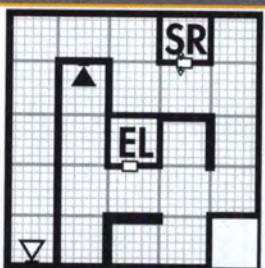
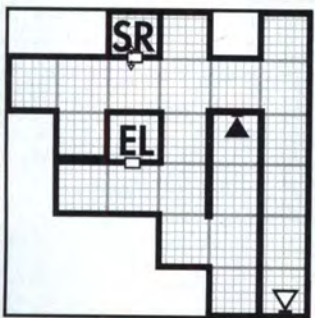
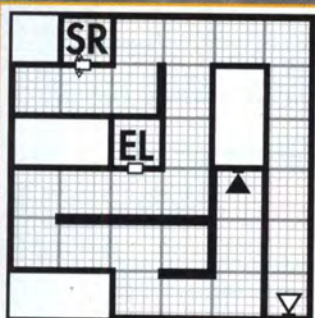
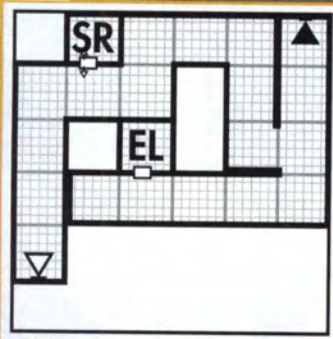
EL



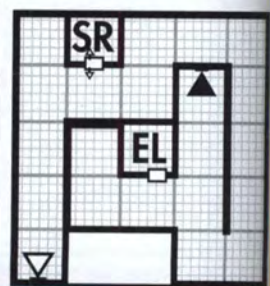
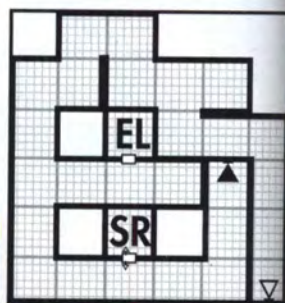
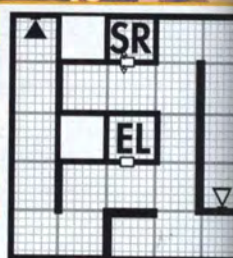
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SR = Storage Room



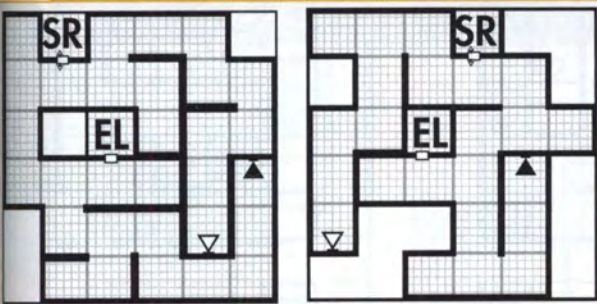




Straight



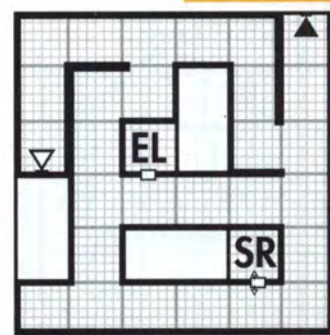
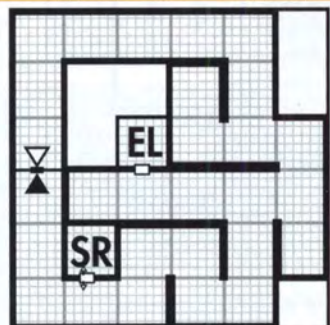
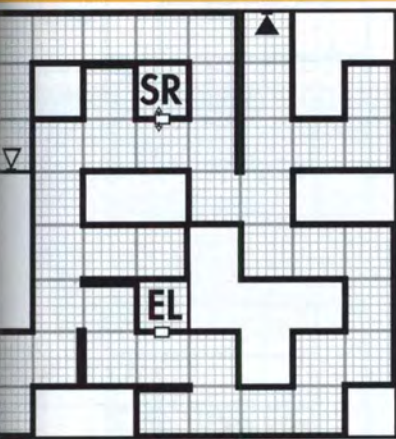
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SR = Storage Room

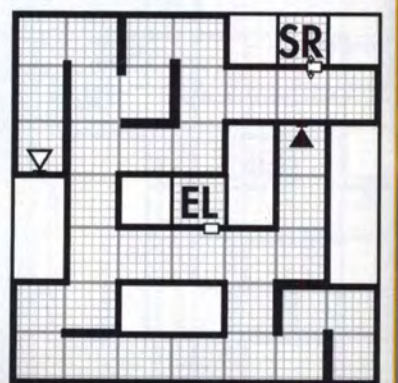
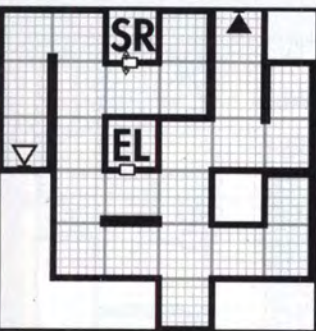
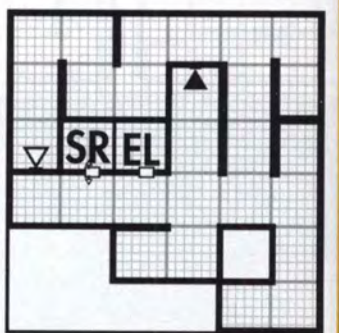
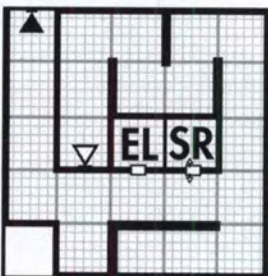
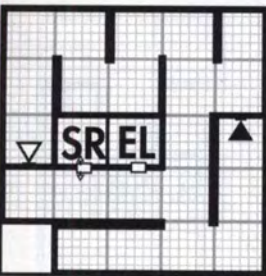
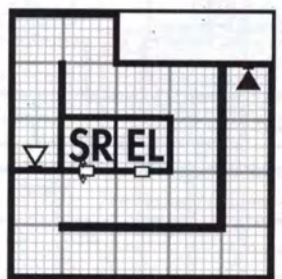
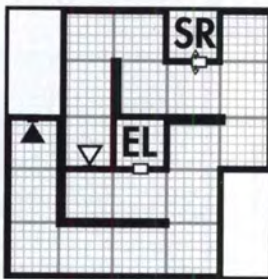
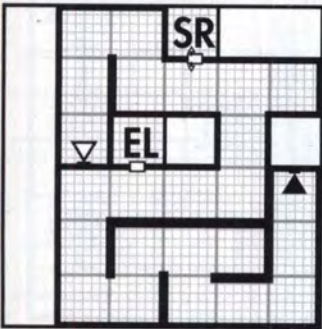
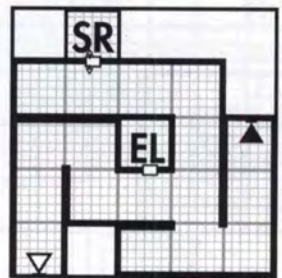
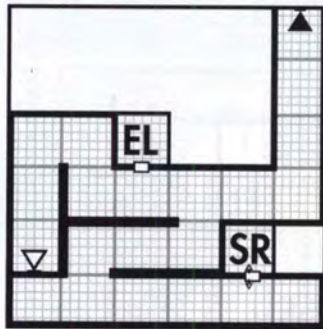
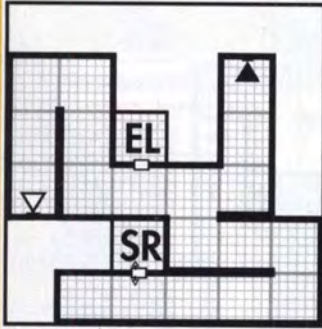
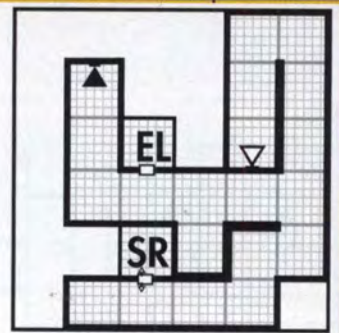
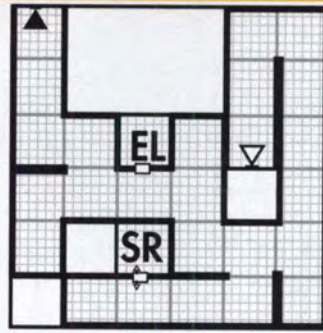


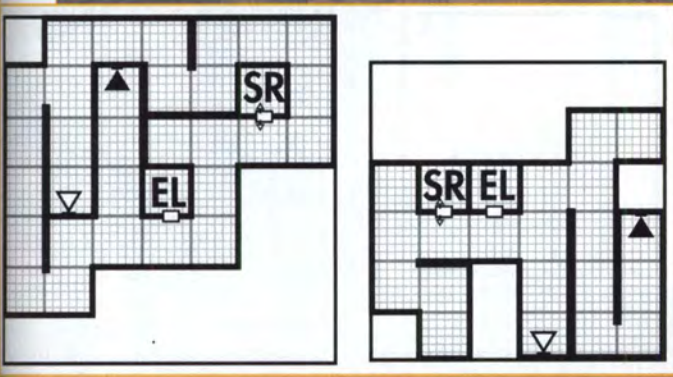
Right Turn



EL = Elevator
SR = Storage Room

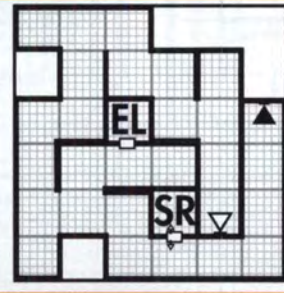
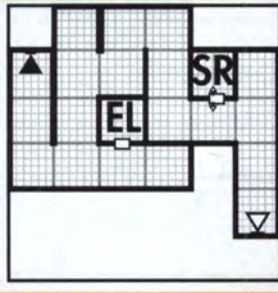
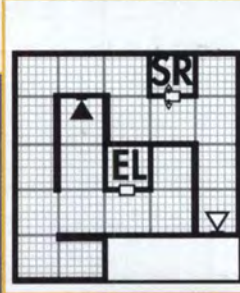
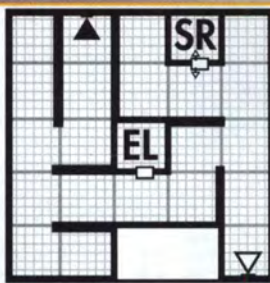
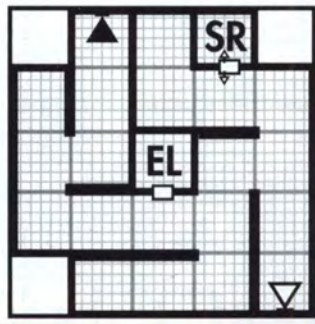
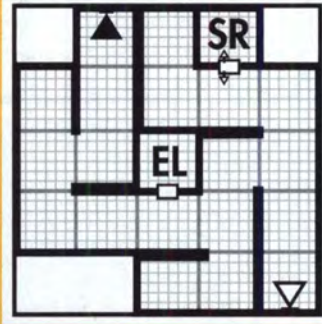
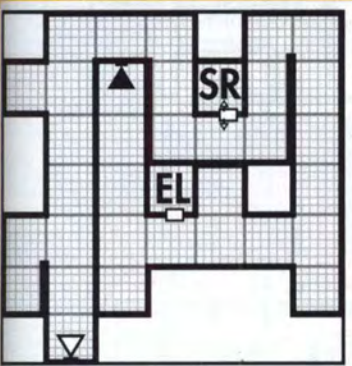
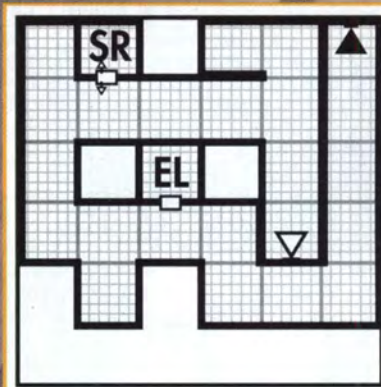






EL = Elevator
SR = Storage Room
X = Dead End

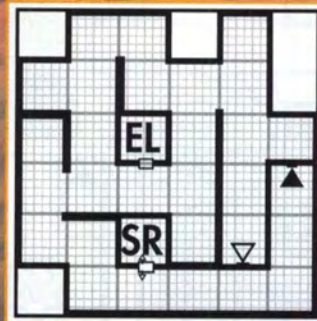
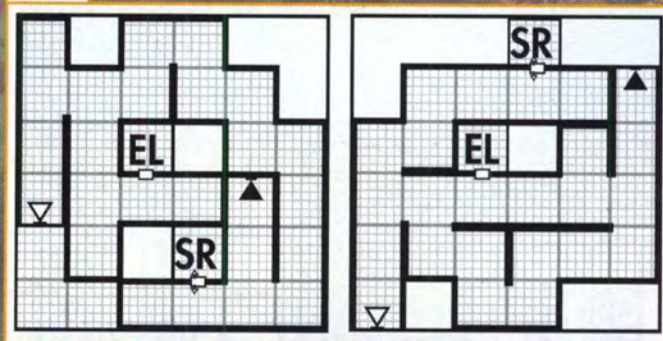
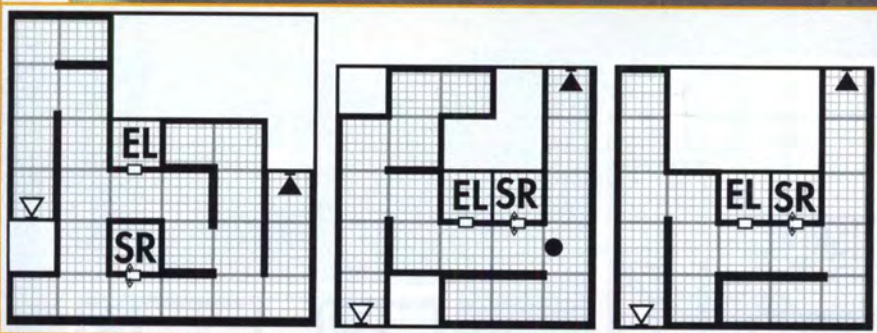
T-Intersection Left



T-Intersection Right



EL = Elevator
SR = Storage Room
X = Dead End



EL

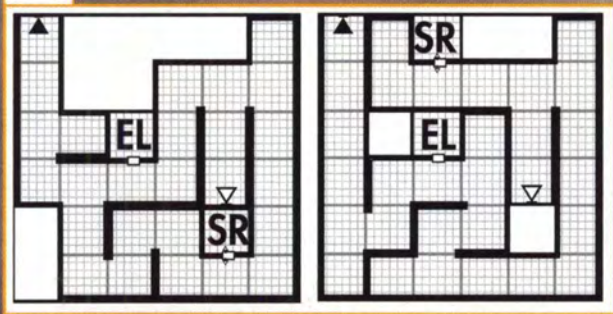
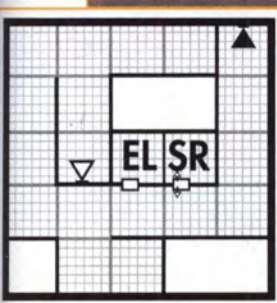
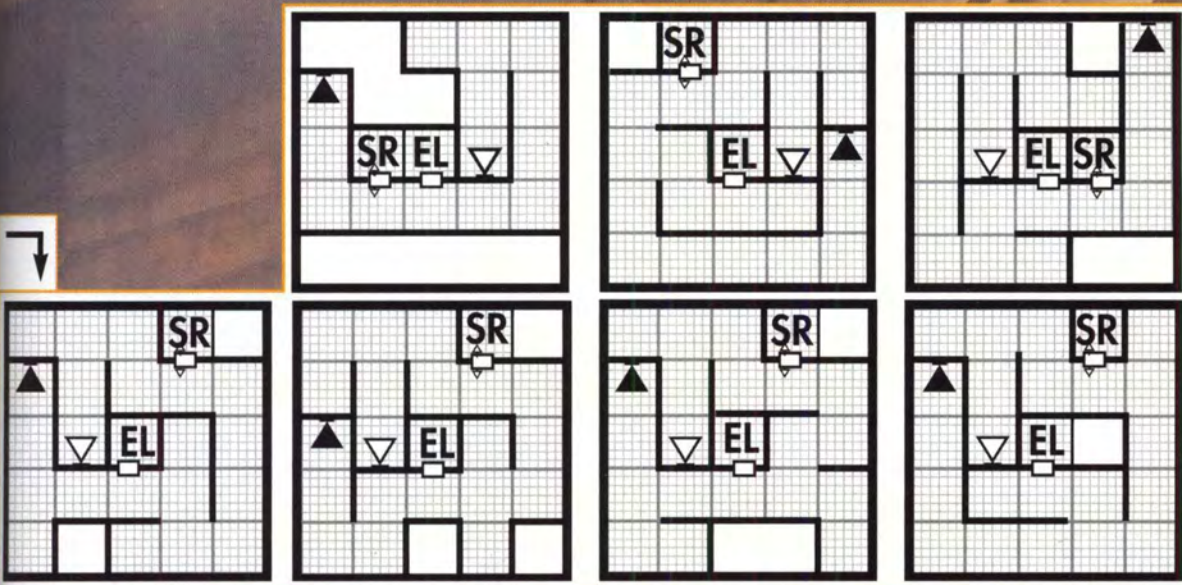


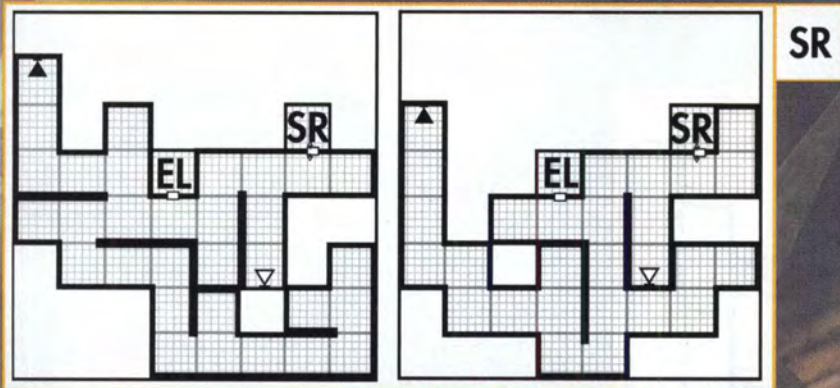


T-Intersection

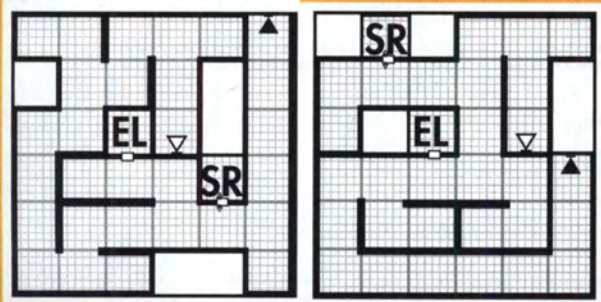


EL = Elevator
SR = Storage Room
X = Dead End





SR



EL

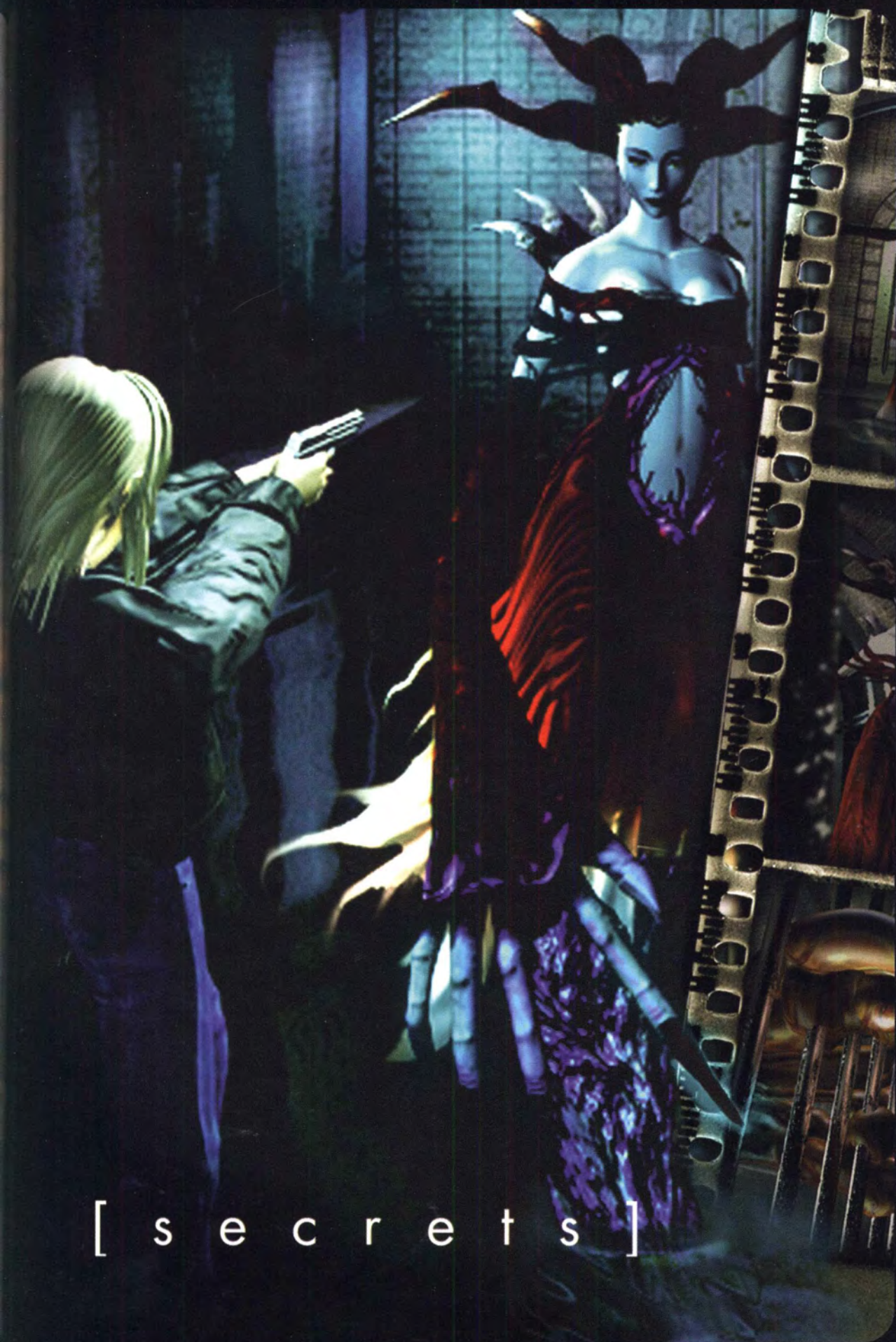


4-Way Intersection



EL = Elevator
SR = Storage Room





[s e c r e t s]

Secrets

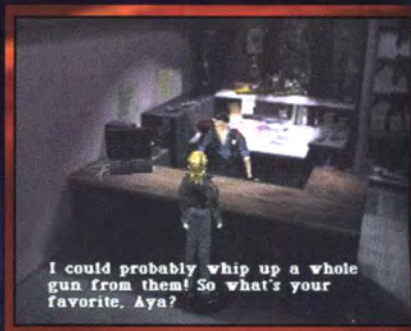
Ultimate Weapons



Surely, you've questioned the existence of the Junk item. At least once you've pondered why you would want to fill your already overstuffed inventory with mounds of useless Junk metal. For those of you keeping the faith, you'll be pleased to know there is a reason to collect the Junk items.

If you've been paying attention, you should already know that you can give the Junk that you've collected to Wayne at the police station. Have you wondered

what he does with it? Well, if you give him **300 pieces** of Junk, he'll be happy to show you. Wayne can take 300 pieces of Junk and fashion it all into a powerful weapon that you can't collect anywhere else in the game!



Obviously, collecting 300 pieces of Junk takes a lot of time, but it's well worth the effort. After you've given Wayne 300 or more pieces of Junk, he offers to make an item. He then gives Aya the choice of any weapon type, or he'll make the choice if you want. It's preferable to choose for yourself, because Wayne has a tendency to screw up a job. Each of the weapons you can choose—with the exception of the ones Wayne chooses—are easily the best weapons in the game.

Here's a list of the items Wayne can create:

Handgun	DE50AE7
Shotgun	M10B
Machine Gun	P90
Rifle	MAG

Grenade Launcher
Rocket Launcher
Leave it to Wayne

HK40
LAW80
PPSh41 (MG)
SP1C (HG)
USP-TU (HG)
AK-47 (RI)
Super Junk
Duper Junk

Rare Trading Card

Once Wayne starts running the Weapon Department, he'll offer to modify your equipment for Trading Cards. There are two types of Trading Cards in the game. The ones you'll encounter in the normal game are all ordinary Trading Cards. However, there's a large set of Rare Trading Cards inside the Chrysler Building during the EX Game.

For each Rare Trading Card you give Wayne, he'll offer to upgrade two pieces of equipment. This alone makes these items extremely valuable. However, the real kicker occurs if you give him the entire set of 14 cards. In exchange, Wayne will give you the **Super Tool Kit**. This valuable item gives you an endless supply of Super Tools, which you can use to modify your weapons and armor as you please without having to pick and choose between powers. The following is a list of all 14 Rare Trading Cards:



P38 T Card	BAR T Card
B-Hawk T Card	MG42 T Card
Kasul T Card	M29 T Card
PPKS T Card	M73 T Card
M1 T Card	Type38 T Card
MK5 T Card	Type3 T Card

To find out which cards you've given to Wayne, just ask him about his Rare T Card collection and he'll show them to you.

Tool Kit: Ask Wayne about the Rare T Cards when you've only given him about 12 of them, he'll give Aya the Tool Kit. This is similar to the Super Tool Kit, but it's an unlimited supply of normal Tools.

PE Trick



So how many times have you been in the middle of a long battle only to run out of PE? You can give Aya's PE a kick-start by switching armor in the middle of a battle. Because armor affects PE, changing armor causes the game to recalculate Aya's PE and as a result her PE begins recharging normally. Just do yourself a favor and remember to switch back to your stronger armor.

Stage Trick

This is kind of a silly trick, but give it a try just for fun. At the beginning of the game when you're first approaching Eve (then known as the actress Melissa), take the stairs on the left side of the stage instead of the suggested right side. Stick to the left side and follow the curtain to the backdrop, and then walk directly behind Eve. You can actually walk all the way up the stairs and goof around upstairs as Eve waits below. Sure it's a goofy trick, but you've got to do it at least once!



Final Fantasy References



Did you check out the banner outside the Museum on the World Map? Or did you see the strange, prehistoric birds in the Museum? Both are references to one of Final Fantasy's most popular characters—the Chocobo.



Soho Graffiti

You may or may not have noticed the graffiti in Soho. Check out these shots and the attached names. Each person is partly responsible for the beautiful maps found in Parasite Eve.

Bela

Bela Brozsek
(Map Illustrations)



Charles

Charles Pinday
(Event Design,
Map Data Design)

Peter

Sangwoo Peter
Hong (Map
Data Design)

Yongki

Yongki Yoon
(Map Retouch)

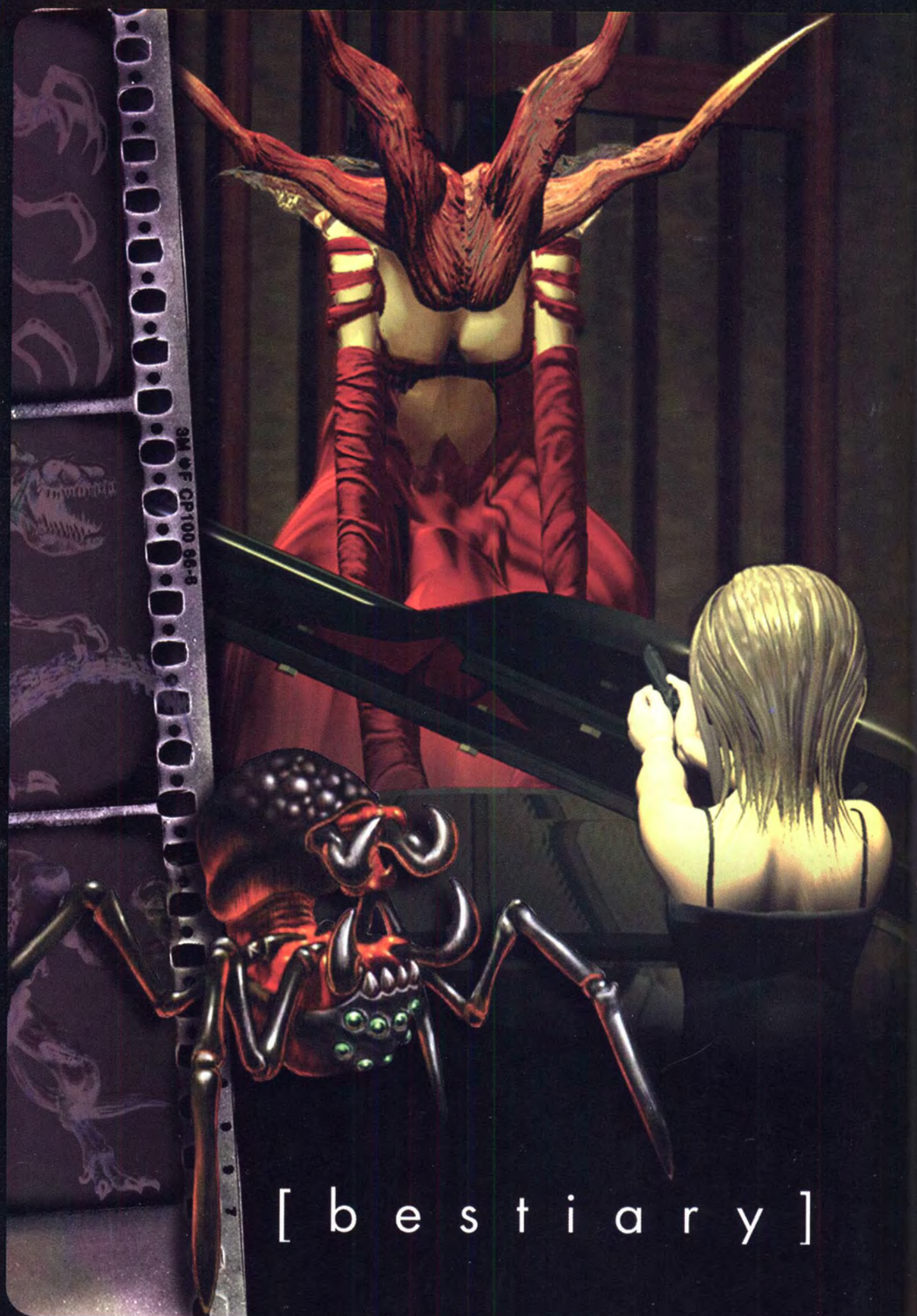


Cecil

Cecil Hong-Sik Kim
(Map Illustrations,
Map Retouch)

Ultimate Being Virtual Invincibility

The Ultimate Being's third form has a ground attack that saps half of Aya's energy. If the Ultimate Being takes all but one point of Aya's energy, it won't be able to damage her with the attack because it rounds down to determine damage. Of course, it can still finish you off with one of its other attacks, so don't get too comfortable!



[b e s t i a r y]

Full Bestiary

[Legend]

Enemy Number	A number to help you determine which enemy is which
EXP	Experience earned for defeating enemy
LVL	Enemy's level
HP	Enemy's Hit Points (health)
BP	Bonus Points for defeating enemy/number of Bonus Points subtracted from BP total each time the enemy hits Aya
Cyanide	Cyanide Rounds
Acid	Acid Rounds
Tranq	Tranquilizer Rounds
Scan	Scan PE power
Slow	Slow PE power
Confu	Confuse PE power
Steal	Steal item from enemy
Heat	Exploding Rounds
Freeze	Freezing Rounds
Escape	Whether or not Aya can escape from the listed enemy
Strong	The enemy is completely resistant to accompanying PE power or weapon effect
Average	The enemy is resistant to accompanying PE power or weapon effect
Weak	The enemy has no resistance to accompanying PE power or weapon effect
Items	The item(s) that an enemy may drop after a battle
Steal	Item(s) that may sometimes be stolen from the enemy
Attacks	The enemy's attacks
Location	Where the enemy can be found

RATS



[Rat (1), Rat (2)]

[Rat (3), Rat (5), Rat (6)]

[Rat (4)]

Rat-Fire

The Rat's fire attack isn't difficult to dodge as long as you're not dealing with more than one or two Rats at a time. Otherwise, the crisscrossing lines of fireballs can be nearly impossible to navigate. Basically, all you need to do during most fights is step a little to the left or right. This tends to place you between two of the three fireballs, allowing them to pass by harmlessly.

The Rat1's fire is the easiest to dodge, because the enemy doesn't track your movements. Because later Rats follow your movements, however, you'll need to dodge more carefully. The big problem occurs when two or three Rats track your movements and fire just a little after each other. So, as you're dodging one fireball, another is heading right toward you and two fireballs from the first attack now box you in. There's not much you can do in these situations except react quickly and hope for a bit of good luck.

1 Rat				
EXP	LVL	HP	BP	
2	2	12	5/2	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Ammo +6				
Steal: Ammo +6				
Attacks: Bite, Fire				
Location: Carnegie Hall, Carnegie Hall Sewers				

2 Rat				
EXP	LVL	HP	BP	
3	2	14	5/2	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Average	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Medicine 2, Revive				
Steal: Ammo +15				
Attacks: Bite, Fire				
Location: Carnegie Hall Sewers				

3 Rat				
EXP	LVL	HP	BP	
26	16	70	11/5	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Ammo +6, Medicine 1				
Steal: Ammo +6				
Attacks: Bite, Fire				
Location: NYPD #17 Precinct				

4 Rat				
EXP	LVL	HP	BP	
135	26	215	40/5	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Ammo +30				
Steal: Ammo +30				
Attacks: Bite, Fire				
Location: Warehouse				

5 Rat				
EXP	LVL	HP	BP	
2	11	85	8/2	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Strong	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Ammo +6, Cure-M				
Steal: Medicine 2				
Attacks: Bite, Fire				
Location: Chrysler Building Floors 2~10				

6 Rat				
EXP	LVL	HP	BP	
327	40	590	25/5	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Ammo +30, Revive				
Steal: Medicine 4, Ammo +30				
Attacks: Bite, Fire				
Location: Chrysler Building Floors 51~70				

Rat-Large				
EXP	LVL	HP	BP	
562	48	790	32/8	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Medicine 3, Medicine 4				
Steal: Rocket (ammo)				
Attacks: Bite, Fire				
Location: Chrysler Building Floors 51~60				

PARROTS

Parrot Peck



[Parrot 1]



[Parrot 2]

Parrots can attack with their beaks in one of two ways. Typically, they lunge directly at Aya. If you keep moving constantly, Parrots will rarely connect with this attack. However, Parrots will sometimes sweep around in a clockwise motion. They'll only go far enough to hit Aya, so it's best to step toward the Parrot when you see it begin this attack. By doing so, Aya will be inside the circle and the Parrot should pass behind her.

1 Parrot				
EXP	LVL	HP	BP	
1	2	10	2/1	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Weak	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Strong	Weak	Yes
Items: Ammo +6, Medicine 1				
Steal: Ammo +6				
Attacks: Peck				
Location: Carnegie Hall Basement				

2 Parrot				
EXP	LVL	HP	BP	
115	31	420	18/3	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Weak	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Strong	Weak	Yes
Items: Medicine 2, Medicine 4				
Steal: Medicine 4				
Attacks: Peck				
Location: Chrysler Building Floors 41~50				

FROGS

Frog Tongue



[Frog 1]



[Frog 2, Frog 3]

The Frog Tongue is the Frog's most common attack. It whips its tongue directly at Aya and sweeps the area just a little. You can tell when a Frog is going to attack, because it hops around constantly until it's ready. When it stops, make sure there's plenty of room between Aya and the Frog, and then run straight to the Frog's left or right without closing the distance. The tongue should come close to Aya, but not close enough.

Frog Jump

This is just what the name implies. Frogs sometimes try to pounce on their prey. If you're moving, the attack will miss. To ensure you're always on the go, wait for a Frog to attack, and then counter attack. Aya should be finished firing before the Frog can prepare for another attack.

1 Frog				
EXP	LVL	HP	BP	
4	4	34	8/3	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Ammo +6, Medicine 1				
Steal: Ammo +6				
Attacks: Tongue, Jump				
Location: Carnegie Hall Sewers				

2 Frog				
EXP	LVL	HP	BP	
425	24	153	12/8	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Average	Yes
Items: Medicine 2, Junk				
Steal: Junk				
Attacks: Tongue, Jump				
Location: Chinatown Sewers				

3 Frog				
EXP	LVL	HP	BP	
133	30	460	20/4	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Ammo +15				
Steal: Medicine 3, Revive				
Attacks: Tongue, Jump				
Location: Chrysler Building Floors 41~50				

SNAKES

Snake Bite



[Snake 1]



[Poisonous Snake 1, Poisonous Snake 2, Snake 2, Poisonous Snake 3]

Snakes only attack at close range by biting their enemies. A single snake doesn't stand a chance when fighting this way, because it's a slow creature and easily avoided. However, in groups of several snakes or when mixed with other enemies, this attack is more effective because they can sneak up on you while you're dodging other attacks.

Some Snakes are also poisonous. If bitten by a Poisonous Snake, Aya will begin to slowly lose HP as the poison eats away at her body. If poisoned, you'll need to use either a **Cure-P** or **Detox** (there are several other items and PE effects that can remove Poison, but these are the most basic) to cleanse Aya's system.

To avoid a Snake's bite, let it come to you and wait for it to rear back as if ready to strike. Then immediately run away diagonally. You should just be able to get out of the Snake's range.

Snake

EXP	LVL	HP	BP	
6	7	32	5/3	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Strong	Average	Yes
Items: Ammo +6, Medicine 1				
Steal: Cure-P, Medicine 1				
Attacks: Bite				
Location: Central Park				

Snake

EXP	LVL	HP	BP	
5	20	120	8/2	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Strong	Average	Yes
Items: Ammo +6, Medicine 1				
Steal: Cure-P				
Attacks: Bite				
Location: Chrysler Building Floors 11~30				

Poisonous Snake

EXP	LVL	HP	BP	
8	8	44	7/3	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Strong	Average	Yes
Items: Ammo +6, Cure-P				
Steal: Cure-P, Medicine 2				
Attacks: Poison Bite				
Location: Central Park				

Poisonous Snake

EXP	LVL	HP	BP	
287	22	99	8/6	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Strong	Weak	Yes
Items: Ammo +6				
Steal: Cure-P				
Attacks: Poison Bite				
Location: Chinatown, Chinatown Sewers				

Poisonous Snake

EXP	LVL	HP	BP	
804	46	780	28/6	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Average	Strong	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Strong	Average	Yes
Items: Cure-P, Medicine 4				
Steal: Medicine 4				
Attacks: Poison Bite				
Location: Chrysler Building Floors 61~70				

MONKEYS**Monkey Boomerang****[Monkey 1]****[Monkey 2]**

If a Monkey isn't chasing after Aya, it's probably preparing to throw its boomerang attack. This attack arcs away from the Monkey's throwing arm, and then curves back around toward the Monkey's opposite side before reattaching itself. To dodge this attack, get plenty of space between Aya and the Monkey. When it throws the boomerang, run to the left and toward the Monkey. Once the boomerang has passed Aya, you should run several steps to the right to dodge it on its way back. This is easy as long as you don't have two or more Monkeys attacking at once.

In cases where there are two or more Monkeys, try your best to dodge the first attack and then attempt to dodge the second. If the second attack connects, at least you've only suffered damage from one of the two attacks.

1 Monkey				
EXP	LVL	HP	BP	
10	10	57	9/3	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Ammo +6, Offense +1				
Steal: Medicine 1, Offense +1				
Attacks: Claw, Boomerang				
Location: Central Park				

2 Monkey				
EXP	LVL	HP	BP	
9	21	158	10/2	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Revive				
Steal: Medicine 2				
Attacks: Claw, Boomerang				
Location: Chrysler Building Floors 11~20				

CROWS

Crow Peck

Crows can only attack at close range with their beaks. To do so, they speed around the screen in hot pursuit of Aya. They won't stop chasing her until they have a good shot at hitting her, so the most effective way to dodge them is to just keep moving. However, you shouldn't attack them until they have attacked, because Aya sometimes has a tough time targeting them. Stand still and let the Crow(s) come to Aya, and then run away as soon as they stop to make them peck at the air. Quickly turn and counterattack while they're still recovering from their own failed attack.



[Crow 1]



[Crow 2]

1 Crow				
EXP	LVL	HP	BP	
6	8	35	6/3	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Ammo +6, Junk, Medicine 1				
Steal: Junk, Medicine 2				
Attacks: Peck				
Location: Central Park, N.Y.P.D. #17 Precinct				

2 Crow				
EXP	LVL	HP	BP	
1	10	74	6/1	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Junk, Medicine 2				
Steal: Junk, Medicine 3				
Attacks: Peck				
Location: Chrysler Building Floors 2~10				

BEARS

Bear Claw & Stand



[Bear 1]



[Bear 2]

Bears have two basic close-range attacks. They only claw at Aya when she's extremely close, so keep your distance to avoid getting hit. If Aya's out of the Bear's range, it can extend its attack by standing and then falling forward. To dodge the attack, you should run to the left or right of the Bear as it's standing up. By the time it falls, Aya should be well out of reach.

Bear Beam

When Aya's playing extremely hard-to-get, Bears can throw two beams from their front paws. The electrical currents race through the ground and can be extremely tough to dodge, because their paths tend to be randomized. The best thing to do is stand still in front of the bear and watch. Sometimes the bolts will go wide and pass by harmlessly; however, at other times you'll actually need to do a little dodging. Staying to the Bear's side doesn't seem to help much, because you'll face most Bears in confined quarters. Going to one side or the other typically only puts you within range of the Bear's claws.

1 Bear					2 Bear				
EXP	LVL	HP	BP		EXP	LVL	HP	BP	
12	12	75	16/5		894	53	1000	35/7	
Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average	Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Average	Yes	Average	Average	Weak	Average	Yes
Items: Medicine 2, Ammo +15, Medicine 1					Items: Medicine 4				
Steal: Ammo +6, Ammo +15					Steal: Revive				
Attacks: Claw, Stand, Beam					Attacks: Claw, Stand, Beam				
Location: Central Park					Location: Chrysler Building Floors 61~70				

PLANTS

Plant Vine

All Plants have extremely long, vine-like tentacles that can reach almost clear across the screen. If Aya is caught in front of a Plant when it attacks with its vines, there's really nothing she can do to dodge the attack. Because of this, you need to stay to one of the Plant's sides. Stay a little closer to the Plant's back than its front, because the vines can sometimes reach to the side.



[Plant 1]

[Plant 2]

Plant Gas

A Plant will attack with a blast of poisonous gas when Aya is behind it. The gas clouds are very large and spaced closely together, so they're nearly impossible to dodge if Aya is standing directly behind her enemy. Still, this attack is preferable to the Plant's vine attack. When you see this attack, stand behind a Plant, but also just a little to the side. When the Plant releases its poison gas, simply run to the side you're closest to and then in front of the monster. Now you can counterattack without fear of getting hit.

1 Plant					2 Plant				
EXP	LVL	HP	BP		EXP	LVL	HP	BP	
10	11	60	9/4		27	21	280	15/5	
Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Average	Strong	Strong	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape
Average	Average	Weak	Average	Yes	Average	Average	Weak	Average	Yes
Items: Ammo +6 (X2), Cure-P					Items: Medicine 2, Cure-P				
Steal: Ammo +6, Cure-P					Steal: Medicine 3				
Attacks: Vine, Gas					Attacks: Vine, Gas				
Location: Central Park					Location: Chrysler Building Floors 21~40				

DOGMEN

Dogman FX

Dogmen are tough to dodge no matter how they attack, which makes them some of the fiercest enemies in the game. Any time you enter battle with one or more Dogmen, you need to take things very seriously or you'll get wiped out before you know what happens.

Dogmen tend to chase Aya and claw at her when they get close, but sometimes they use their FX attack. The FX attack is nearly impossible to dodge and causes a lot of damage. You can dodge the purple FX shockwaves if you put a LOT of distance between Aya and the enemy, but in most cases there just isn't enough available room. So there's only a few things you can do. One is to be ready to heal immediately; the second is to use Barrier on Aya. Using Barrier will absorb the damage while enabling Aya to continue shooting.

In cases where you're fighting Dogmen teamed up with other enemies, be sure to eliminate the Dogmen first. It's unlikely they'll ever be paired with anything that can cause as much damage as they do. Once the Dogmen are gone, you can heal and slowly finish off the rest of the pack.



[Dogman 1]



[Big-Dogman, Dogman 2]

Dogman

EXP	LVL	HP	BP	
39	17	98	15/10	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Medicine 2, Junk				
Steal: Medicine 2, Medicine 1, Medicine 3				
Attacks: Claw, FX				
Location: N.Y.P.D. #17 Precinct				

Big-Dogman

EXP	LVL	HP	BP	
45	18	150	23/10	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: SG550				
Steal: Defense +1, Defense +2				
Attacks: Claws, FX				
Location: N.Y.P.D. #17 Precinct				

Dogman

EXP	LVL	HP	BP	
920	52	980	44/11	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Average	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Junk, Ammo +30, Revive				
Steal: Medicine 4				
Attacks: Claws, FX				
Location: Chrysler Building Floors 61~70				

SPIDERS

Spider Web



[Spider 1, Spider 2] [Spider 3, Spider 4]



Spiders are very cautious creatures. They rarely attack until they've attempted to capture their prey in a web. These webs tend to cause Stiffness when touched, which either slows their prey considerably or temporarily paralyzes them.

Fortunately, Spiders must rear up on their hind legs to shoot their webs. This is your big hint to get out of the way, which can be done by running to either side of the Spider's target area. However, the challenge still remains after you've successfully dodged the web.

Spider

EXP	LVL	HP	BP	
20	15	78	13/6	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Weak
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Average	Weak	Yes
Items: Ammo +15, Cure-M				
Steal: Ammo +6, Ammo +15				
Attacks: Bite, Web				
Location: N.Y.P.D. #17 Precinct				

Whether or not they make contact with their web, Spiders always charge after their prey. If you stop to shoot a charging Spider, Aya will get hit long before she can get off a shot. Instead, you should first dodge the Spider's charge by wearing it out or running past another creature to get the Spider hung up. Once it's off Aya's tail, it's time to counterattack.

Spider

EXP	LVL	HP	BP	
20	22	152	24/6	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Weak
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Average	Weak	No
Items: Medicine 1, Cure-M, Ammo +15				
Steal: Offense +1, Offense +2				
Attacks: Bite, Web				
Location: Hospital				

Spider

EXP	LVL	HP	BP	
185	26	242	32/9	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Average	Yes
Items: Ammo +30				
Steal: Cure-M				
Attacks: Bite, Web				
Location: Warehouse				

Spider

EXP	LVL	HP	BP	
23	23	205	28/15	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Weak
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Average	Weak	Yes
Items: Ammo +30				
Steal: Cure-M, Revive				
Attacks: Bite, Web				
Location: Chrysler Building Floors 21~30				

FLYMEN**Flyman Gel****[Flyman 1]****[Flyman 2]**

Flymen are always a welcome sight. They don't attack very often and their attack is extremely easy to dodge. In fact, taking part in Flyman battles is a great time to heal Aya and to rebuild her PE.

During battle, a Flyman will hang out at the side as if completely bored with what's going on, and then suddenly it will fly straight toward Aya and stop within a foot of her body. The creature will then begin spewing large puddles of green gel, which fall harmlessly below it. You can dodge it by running away—any way. After spilling several gallons of gel on the ground, the Flyman will launch one final attack. It locks in on Aya's position and fires a large glob of slow-moving gel at her. Again, all you have to do is move to dodge.

Now the big trick is staying out of the puddles while attempting to eliminate the other more dangerous creatures accompanying the Flyman. It works best if you take the Flyman from one side of the screen to the other. By doing so, you'll have plenty of room to work with once it gels the floor on one side.

1 Flyman				
EXP	LVL	HP	BP	
86	19	110	9/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Ammo +6, Medicine 2, Cure-M				
Steal: Ammo +6, Cure-M				
Attacks: Gel				
Location: Hospital				

2 Flyman				
EXP	LVL	HP	BP	
15	22	240	20/12	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Cure-M, Medicine 3				
Steal: Medicine 3				
Attacks: Gel				
Location: Chrysler Building Floors 21~40				

RATMEN

Ratman Bomb



[Ratman 1]



[Ratman 2]

You know those super bounce balls you can get from the little toy vending machines outside of most grocery stores? Well the Ratman has found a way to make a ball of explosive energy act just like one of those fun, little rubber balls. When you see a Ratman begin charging energy on one hand, you know it's getting ready to throw the bomb. The bomb will head straight in whichever direction the Ratman happens to be facing, but when it hits the side of the screen it will begin bouncing around at random angles. Needless to say, this makes dodging the attack a little tough sometimes.

Try to get out of the Ratman's line of fire and watch the bomb. If it comes your way you should dodge, but try to stay out of corners. This is where the bomb is most effective. Even if you do dodge, try to keep some distance between Aya and the bomb. When it comes to rest, it will explode and Aya can still be damaged if she's standing too close.

1 Ratman				
EXP	LVL	HP	BP	
92	20	120	11/6	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Strong	Yes
Items: Medicine 2, Ammo +6				
Steal: Ammo +6, Medicine 2				
Attacks: Bite, Bomb				
Location: Hospital				

2 Ratman				
EXP	LVL	HP	BP	
364	45	715	32/28	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Strong	Yes
Items: Ammo +15, Ammo +30				
Steal: Revive				
Attacks: Bite, Bomb				
Location: Chrysler Building Floors 51~60				

BACTERIUM

Bacterium Fire

These creatures are all about long-range attacks. They attack by firing a poisonous red ball at Aya, which can be easily sidestepped. If you encounter Bacterium with other creatures, you should attempt to kill off the other creatures first. That way, you can keep dodging the Bacterium's attack while healing Aya and waiting for her PE to fill.



[Bacterium 1,
King Bacterium]



[Bacterium 2]

King Bacterium

This overgrown Bacterium is just like its brethren, but with one small twist—it can attack with its body by jumping at Aya. There's no surefire way to dodge the attack except running away or to the side when the King Bacterium lurches forward. Just try to stay out of corners and you'll be all right.

Acid & Tranquilizer

The Bacterium's thin membrane is extremely weak against Acid, so weak you can shoot a Bacterium once and then sit back and watch it slowly die within a few seconds. They're also weak against Tranquilizer Rounds, which you'll find in the Hospital the first time you encounter Bacterium.

Bacterium						1 King Bacterium						2 Bacterium					
EXP	LVL	HP	BP			EXP	LVL	HP	BP			EXP	LVL	HP	BP		
48	18	88	6/3			60	20	201	21/11			855	49	880	37/35		
Cyanide	Acid	Tranq.	Scan	Slow		Cyanide	Acid	Tranq.	Scan	Slow		Cyanide	Acid	Tranq.	Scan	Slow	
Average	Weak	Weak	Weak	Strong		Strong	Weak	Strong	Weak	Strong		Average	Weak	Weak	Weak	Strong	
Confu.	Steal	Heat	Freeze	Escape		Confu.	Steal	Heat	Freeze	Escape		Confu.	Steal	Heat	Freeze	Escape	
Weak	Weak	Weak	Strong	Yes		Average	Weak	Weak	Strong	Yes		Weak	Weak	Average	Strong	Yes	
Items: Medicine 1, Ammo +6, Cure-P						Items: B Vest, Ammo +15						Items: Junk, Medicine 4					
Steal: Ammo +6, Medicine 1						Steal: Defense +1, Defense +2, Tool						Steal: Ammo +30, Medicine 4					
Attacks: Fire						Attacks: Fire, Jump						Attacks: Fire					
Location: Hospital						Location: Hospital						Location: Chrysler Building Floors 61~70					

MIXEDMEN

Mixedman Ball

The Mixedman's primary attack is the Mixedman Ball. It can release as many as three balls at a time. The balls bounce around the screen at random angles and punish Aya by simply slamming into her. If a ball is destroyed, the Mixedman can quickly create a new one and add it back into the mix.



[Mixedman 1,
Ball 1]



[Mixedman
Ball]



[Mixedman 2,
Ball 2]

There are two things you can do in this situation. If you're really quick, you can pick off the balls before they're released, but this makes it difficult to do damage to the Mixedman itself. If you don't kill the Mixedman quickly, you can burn through a ton of ammunition just picking off the bouncing balls.

The best tactic is to ignore the bouncing balls and focus on attacking the Mixedman's body. Once the body is dead, you can eliminate the balls one at a time. In fact, you may want to leave one ball since a single ball is easily avoided. This gives you time to heal Aya and build up her PE.

Mixedman Cry

Once the Mixedman has released three balls, it will begin attacking with its cry. This attack is nearly impossible to dodge unless you put a large amount of distance between Aya and the Mixedman, so you'll just have to be ready to counter its effects. Not only does the Mixedman Cry do a lot of damage, it can also cause Stiffness. Be ready to heal at any time and use Medic or a Cure-M to counter the Stiffness. Typically, you don't need to worry much about Stiffness, but in this case it makes it difficult to dodge the bouncing balls.

Mixedman

EXP	LVL	HP	BP	
114	21	170	15/6	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Average	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Weak	No
Items: Ammo +15, Cure-M, Medicine 1				
Steal: Medicine 2, Cure-M				
Attacks: Bomb, Cry				
Location: Hospital				

Mixedman (Ball)				
EXP	LVL	HP	BP	
4	21	45	3/1	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Average	Average	No
Items: None				
Steal: None				
Attacks: Bounce				
Location: Hospital				

2

Mixedman				
EXP	LVL	HP	BP	
64	31	400	30/20	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Average	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Weak	No
Items: Cure-M, Ammo +15				
Steal: Medicine 4				
Attacks: Bomb, Cry				
Location: Chrysler Building Floors 31~40				

2

Mixedman (Ball)				
EXP	LVL	HP	BP	
8	31	100	50/3	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Average	Average	No
Items: None				
Steal: None				
Attacks: Bounce				
Location: Chrysler Building Floors 31~40				

CATS

Cat Tail



[Cat 1]

[Cat 2]

Cats can shoot three heat-seeking energy balls from their tails. It can be tough to dodge them because the energy balls chase Aya. To dodge them, look for any signs that a Cat is preparing to launch the energy balls. They will usually spin in the air just before they attack and their tails will sway back. Once you're sure an attack is on its way, begin running to one side of the cat and slightly forward. The balls will immediately begin arcing toward Aya. Take a few more steps toward the cat and the balls should fly right behind her. Fortunately, they aren't powerful enough to curve back around for another try. This is NOT an easy maneuver and it may take a lot of practice before you can dodge consistently.

1 Cat				
EXP	LVL	HP	BP	
361	23	135	21/8	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Medicine 2, Ammo +6, Ammo +15				
Steal: Medicine 2, Ammo +15, Ammo +6				
Attacks: Bite, Tail				
Location: Chinatown				

2 Cat				
EXP	LVL	HP	BP	
52	32	375	38/15	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Ammo +6, Ammo +30				
Steal: Medicine 3				
Attacks: Bite, Tail				
Location: Chrysler Building Levels 31~40				

BATS

Bat Sonic

The Bat's sonic attack is its main weapon, and is perhaps the most annoying attack in the game. Not only does it do damage to Aya, it also causes Darkness. This isn't a big deal most of the time, but if the Bat is paired with other creatures, it can be a hassle.

To dodge the attack, you really need to get the timing for it. Bats attack at odd intervals compared to most monsters, so it's very easy to get caught off guard. Simply wait until you think the Bat

is about to fire, and then run left or right. If you time it right you'll dodge, but in most cases even a well-timed dodge can be foiled by a severe lack of space.

Bat				
EXP	LVL	HP	BP	
3	17	98	26/8	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Medicine 1, Cure-D				
Steal: Cure-D, Medicine 3				
Attacks: Bite, Sonic				
Location: Chrysler Building Floors 2~20				



[bat 1]



[bat 2]

1 Bat				
EXP	LVL	HP	BP	
301	23	112	10/4	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Weak	Weak	Average	Yes
Items: Medicine 2, Cure-D, Ammo +6				
Steal: Medicine 2, Cure-D				
Attacks: Bite, Sonic				
Location: Chinatown Sewers, Subway				

Say you're fighting a Bat on a thin catwalk. If you remain in front of the bat, you'll undoubtedly be hit by the sonic attack. Run up next to the bat so that you're squeezed in side-by-side with it. When you think it's time, run away into the distance and the Bat should end up shooting at the rail. You need to use this kind of tactic no matter where you're fighting Bats, because most fights are in tight sewer tunnels.

MOLES

Mole Punch



[Mole 1]



[Mole 2]

These tricky, burrowing animals are surprisingly strong. They may only have one attack, but what a reach! All you have to do to dodge is stay out of the Mole's reach, but that requires about half a screen. Not to mention that since the Mole can burrow you never really know where it's going to pop up next.

2 Mole				
EXP	LVL	HP	BP	
7	19	144	39/12	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Weak	Yes
Items: Medicine 2, Magazine +15				
Steal: Medicine 2, Revive				
Attacks: Punch				
Location: Chrysler Building Floors 11~20				

Play it safe when fighting these creatures. Give them plenty of room and only take one or two shots each time they appear. If there's too much space between Aya and the Mole, it will simply burrow again and Aya will end up shooting dirt.

Mole				
EXP	LVL	HP	BP	
462	25	161	15/8	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Weak	Yes
Items: Medicine 2, Cure-P, Ammo +6				
Steal: Offense +1				
Attacks: Punch				
Location: Subway				

CHAMELEONS

Chameleon Tongue



[Chameleon 1]

[Chameleon 2]

These annoying little creatures are jumping crazy. All they do is hop from place to place trying to get just close enough to Aya to hit her with their tongues. They aren't much of a threat if you keep moving constantly, but the real challenge comes when you try to target them.

2 Chameleon				
EXP	LVL	HP	BP	
40	26	315	38/15	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Weak	Strong	Average	Yes
Items: Medicine 3, Cure-M				
Steal: Ammo +15, Ammo +30				
Attacks: Tongue				
Location: Chrysler Building Floors 31~40				

Due to their constant motion, Aya has an extremely tough time drawing a bead on them. Chameleons tend to get in their hits while she's busy aiming. The only thing you can do to counter this is try to hit them with a Burst shot while targeting a more stationary monster like a Troodon. That way, Aya will get her shot off quickly and can keep moving just in case she misses.

Chameleon				
EXP	LVL	HP	BP	
896	29	200	16/4	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Weak	Strong	Average	Yes
Items: Junk, Ammo +15, Medicine 2				
Steal: Junk, Medicine 3				
Attacks: Tongue				
Location: Museum				

TROODONS



Troodon Attacks

[Troodon 1]

[Troodon 2]

There's no easy way to dodge a Troodon's attack. These creatures are fast and, without a great deal of luck or PE assistance, Aya is just too slow. When a Troodon begins to charge at Aya, run away diagonally—with luck, it will miss. You can aid Aya by using Haste on her, which gives her enough speed to make dodging feasible.

1 Troodon				
EXP	LVL	HP	BP	
1530	30	280	32/10	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Ammo +15, Medicine 3				
Steal: Medicine 1, Medicine 2				
Attacks: Bite, Head, Howl				
Location: Museum				

2 Troodon				
EXP	LVL	HP	BP	
4	15	106	45/9	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Average	Yes
Items: Ammo +6, Medicine 1				
Steal: Revive				
Attacks: Bite, Head, Howl				
Location: Chrysler Building Floors 2~10				

PTERODACTYLS

Pterodactyl Flash



With some flying creatures, the best place to be is directly under them, but not with this prehistoric reincarnation. The flash attack hits directly below the Pterodactyl and causes temporary Darkness, which makes it extremely hard to target the enemy. Try to keep several feet between Aya and a Pterodactyl so you won't have to worry about this attack.

Pterodactyl Shot

Pterodactyls can shoot blue beams at Aya as if their heads were part Howitzer. To dodge this machine gun attack, all you need to do is run to the side. If you're keeping the recommended distance from a Pterodactyl, this attack is all you should have to worry about.

Pterodactyl				
EXP	LVL	HP	BP	
256	31	320	32/10	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: Medicine 4				
Steal: Range +1, Bullet Cap+1				
Attacks: Bite, Flash, Shot				
Location: Museum				

2 Pterodactyl				
EXP	LVL	HP	BP	
1829	31	320	32/10	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Medicine 3, Ammo +30				
Steal: Cure-D, Ammo +15				
Attacks: Bite, Flash, Shot				
Location: Museum				

3 Pterodactyl				
EXP	LVL	HP	BP	
256	37	550	31/20	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Average	Yes
Items: Cure-D, Junk				
Steal: Junk				
Attacks: Bite, Flash, Shot				
Location: Chrysler Building				

ARMADILLOS

Armadillo Ball



[Armadillo 1,
Armadillo 2]



[Armadillo 3]

These hard-shelled monsters curl into a small ball and race directly at Aya. Needless to say, the impact is less than pleasant. Fortunately, the attack is easy to dodge.

Armadillos don't track Aya, so once they leap up and curl into a ball, all you have to do is have Aya take a few steps to the side and they'll pass by harmlessly.

Don't relax just yet! Armadillos are known to unexpectedly take a second pass. Keep your eyes on them and make sure they don't turn right around. You'll have plenty of warning since they have to curl up a second time.

Since Armadillos are easy to dodge, this is another creature type that you'll want to dodge for a while so you can heal Aya and rebuild her PE.

Acid Works

Save your ammunition. Hit Armadillos just enough so that your Acid rounds can begin to burn through those tough shells, then spend your time dodging and healing. The Armadillos will die soon enough.

1 Armadillo				
EXP	LVL	HP	BP	
2326	29	240	12/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	No
Items: Medicine 3, Medicine 4, Cure All				
Steal: Defense +1				
Attacks: Roll				
Location: Museum				

2 Armadillo				
EXP	LVL	HP	BP	
1202	29	240	12/5	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Ammo +15, Junk, Medicine 3				
Steal: Ammo +15				
Attacks: Roll				
Location: Museum				

3 Armadillo				
EXP	LVL	HP	BP	
144	38	410	52/20	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Medicine 3				
Steal: Medicine 4				
Attacks: Roll				
Location: Chrysler Building Floors 41~60				

SCORPIONS

Scorpion Tail



[Scorpion 1,
Scorpion 2]



[Scorpion 3]

Scorpions have extremely long tails that they use to attack. Besides being long, it's also very quick, which makes sidestepping less effective than normal. Try to give yourself lots of room to work with, and consider maybe using Haste to give Aya a speed advantage.

Scorpion Gas

Everyone knows Scorpions are poisonous. In Parasite Eve they can actually spit a wavy cloud of poisonous gas at Aya. To dodge, you need to anticipate the curve of the cloud and find an open nook, or you can just try to get away. The nook is more effective since the cloud tends to spread really wide. You may think you're out of its way only to be proven wrong a moment later.

Remember to use Detox or a Cure-P if Aya does get poisoned. Otherwise she'll quickly begin losing HP.

Scorpion

EXP	LVL	HP	BP	
3652	32	390	24/9	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Medicine 3, PE +1, Range +2				
Steal: Range +2				
Attacks: Tail, Arm, Gas				
Location: Museum				

Scorpion

EXP	LVL	HP	BP	
2036	32	390	24/9	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Cure-P, Ammo +30				
Steal: Cure-P, Medicine 4				
Attacks: Tail, Arm, Gas				
Location: Museum				

Scorpion

EXP	LVL	HP	BP	
160	35	580	38/24	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Strong	Weak	Yes
Items: Ammo +6, Ammo +30				
Steal: Medicine 4, Revive				
Attacks: Tail, Arm, Gas				
Location: Chrysler Building Floors 41~50				



[Squirrel 1]

SQUIRREL

Squirrel Beam

These pesky, little rodents have a spread fire beam attack that is extremely hard to dodge due to its wide arc of fire. When hit, Aya is temporarily Confused and your movement controls are reversed. It's very disorienting at first, but after two or three times of being Confused, you should be able to continue fighting as if your controls hadn't been tampered with. You can also quickly use Medic or a Cure-C to remove the Confused effect if you just can't seem to get the hang of it.

Your best chance for dodging the attack is to run to the Squirrel's side. The arc is large, but it doesn't reach very far to the Squirrel's left or right.

Squirrel Escape

Perhaps the one thing that makes Squirrels the most frustrating creature in Parasite Eve is their ability to escape from battle. In a typical fight they'll hang around and shoot Aya until she shoots back. As soon as they take damage, they turn tail and run. So basically, you wind up without anything to show for the battle except for the damage done to Aya.

Squirrel

EXP	LVL	HP	BP	
2	53	670	250/80	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Strong	Yes
Items: Junk, Medicine 4, Revive				
Steal: Cure-C, Revive				
Attacks: Escape, Beam				
Location: Chrysler Building Floors 51~60				

TREASUREBOXES

Treasurebox Attacks



[Treasurebox]

Treasurebox				
EXP	LVL	HP	BP	
255	45	700	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Weak	Weak	Weak
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	Yes
Items: Ammo +30, Medicine 4, Revive				
Steal: Medicine 4				
Attacks: Attack 1, Attack 2				
Location: Chrysler Building				

This creature appears only inside certain chests as you make your way through the Chrysler Building in the EX Game. They're extremely strong and they always get the first attack, which typically does about 400+ points of damage. So you need to make sure Aya's HP is up as high as it will go when opening chests in the Chrysler Building.

Treasureboxes are particularly weak to Tranquilizer rounds. This is a definite bonus since they're also extremely quick. Hit a Treasurebox with Tranquilizer rounds, then back away (far away) from the monster and take the opportunity to heal Aya before finishing it off.

Bosses

ALLIGATORS

The Alligator presents Aya with her first challenging fight. Unlike previous Bosses, the Alligator is made up of two targets, the head and the tail. You should first concentrate on the tail, and then switch your focus once the tail is out of commission.

The tail has two different attacks. If you're too close, it will simply swipe at Aya. If you keep some distance between Aya and the tail, the Alligator will use it to throw four boomerang-shaped energy bolts. Try to keep your distance and wait for this Boss to use its energy attack. Avoid it by running away from the first of the attacks, and then quickly get beside the creature. From this position, you should be able to get a clean shot at its tail.

After several hits, the battle view will change and the Alligator will change its strategy. Now it will attempt to bite Aya or mow her down with its fire breath. You must keep your distance to avoid getting bitten. Note that the moment the Alligator turns its focus to Aya, you should run toward the creature's side. Quickly fire twice at the head, and then get back and prepare for the next attack.



[Alligator 1]



[Alligator 2]



[Alligator 3]

Alligator				
EXP	LVL	HP	BP	
30	7	120	31/3	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Weak	Strong	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Strong	No
Items: Kv Vest				
Steal: Offense +1, CR Evade+1				
Attacks: Tail, Scratch				
Location: Carnegie Hall Sewers				

Alligator (Tail)

EXP	LVL	HP	BP
0	0	80	0/0

Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong

Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Weak	Strong	None

Items: Medicine 2, Range +2

Steal: Range +1, PE +1

Attacks: None

Location: Carnegie Hall Sewers

Alligator

EXP	LVL	HP	BP
522	25	215	26/8

Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong

Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Average	Yes

Items: Range +1, Cr Vest

Steal: Junk, Tool

Attacks: Scratch, Tail, Beam, Tailbeam

Location: Chinatown Sewers

Alligator

EXP	LVL	HP	BP
150	29	1200	256/30

Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Average

Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Strong	No

Items: Chrysler Key 2

Steal: None

Attacks: Scratch, Tail, Beam, Tailbeam

Location: Chrysler Building Floor 20

**[Giantworm]**

This Boss consists of four Giantworms working in unison to bring about Aya's destruction. At first, they are pretty slow and lazy, and they may or may not attack. When they do attack, their projectiles are easily avoided. This is also the time for you to cause some damage. Pick away at each of the worms, but try not to destroy any of them. Once you've inflicted a lot of damage to each of them, go ahead and finish one off.

The three remaining worms will grow in size, but won't regain their lost HP. Continue to kill them off one at a time, until only one remains. Each time you kill one, the remaining worms will grow larger and become more aggressive. Their attacks will also get harder and harder to dodge. Just wait for a worm to appear and attack, and then shoot a single round into its side. Shooting two is often a waste, because the worms sometimes disappear before Aya can get off a shot.

When only one worm remains, it will take on a whole new attack pattern. It can either shoot a spiked ball at Aya, attempt to grab her, or sweep the area using its body. Keep a distance between Aya and the worm and it won't attempt to bite her. The spiked ball should also be easy to dodge

now. The big problem, however, is the sweeping attack. The only way to dodge it is to be as far away from the worm as possible. However, this means you'll also be out of range when it's your opportunity to attack. Therefore, you'll just have to bite your lip and take the damage, relying on your Parasite Energy and Medicines to save you. Just attack quickly with as many shots as you can and the remaining worm should fall quickly.

Giantworm

EXP	LVL	HP	BP
0	13	150	80/4

Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong

Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Average	Strong	No

Items: None

Steal: None

Attacks: Bite, Sweep, Rock

Location: Central Park

Giantworm

EXP	LVL	HP	BP
0	13	120	80/4

Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong

Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Average	Strong	No

Items: Defense +1, Offense +1, Ammo +15

Steal: Ammo +15, Tool

Attacks: Bite, Sweep, Rock

Location: Central Park

3 Giantworm				
EXP	LVL	HP	BP	
0	13	180	80/4	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Average	Strong	No
Items: None				
Steal: None				
Attacks: Bite, Sweep, Rock				
Location: Central Park				

4 Giantworm				
EXP	LVL	HP	BP	
80	13	210	80/14	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Strong	No
Items: None				
Steal: None				
Attacks: Bite, Sweep, Rock				
Location: Central Park				

KERBEROS



[Kerberos]

Kerberos now has three heads, one heck of a temper, and several modes of attack. Her lunge attack can cause as much as 60 points of damage, and her ground attack is extremely tough, causing typically a little over 80 points of damage. To make things even tougher, she shoots energy beams from the center of her body.

Dodging the lunges is easy—just don't stand still in any one spot for too long. The energy beams are also fairly easy to dodge if you keep moving and stay out of corners. The real challenge is dealing with the ground attack. The only way to dodge it is to be as far from Kerberos as possible—and this works only if Kerberos is in the opposite corner. You can, however, use the **Barrier** Parasite Energy to reduce or nullify damage, although you'll have to rely on Medicines to heal Aya.

Concentrate your attacks on Kerberos' middle head (Target 1). It heals the other two heads, so it's best to take it out quickly. Once that head is destroyed, you can destroy the other two at your own discretion.

Kerberos				
EXP	LVL	HP	BP	
1000	18	10	110/8	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Average	Average	No
Items: M9-2				
Steal: Tool, Super Tool				
Attacks: Bite, Recover, Beam, Growl				
Location: N.Y.P.D. #17 Precinct				

Kerberos (Center)				
EXP	LVL	HP	BP	
0	0	400	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: None				
Attacks: None				
Location: N.Y.P.D. #17 Precinct				

Kerberos (Left)				
EXP	LVL	HP	BP	
0	0	200	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	No
Items: None				
Steal: None				
Attacks: None				
Location: N.Y.P.D. #17 Precinct				

Kerberos (Right)				
EXP	LVL	HP	BP	
0	0	300	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Strong	No
Items: None				
Steal: None				
Attacks: None				
Location: N.Y.P.D. #17 Precinct				

SPIDERWOMAN

A large arachnid is waiting for Aya on the roof, and it's going to be tough to find a shoe big enough to smash this bug. In the first stage of this fight, try to keep your distance from the Spiderwoman. She'll shoot webs at Aya that cause damage and stiffness, which impairs your movement. The webs will remain on the ground for several seconds after they've been shot and can still harm Aya when touched. If you do get caught in a web, the Spiderwoman will close in and attack.

You'll need a weapon with some range for this part of the battle. A rifle works well, because its range is great enough to shoot over a web and still hit the Boss. Between web shots, the Spiderwoman will spit flames. These are easy to dodge if you keep your distance. When the webs disappear, put some distance between you and the Boss, because it's about to shoot three more webs.

After causing this Boss significant damage, the view switches and you'll fight more of a close-range battle with the Spiderwoman. If you want, you can switch to a short-range weapon with a faster reload time, like a handgun. Continue to avoid the webs and fireballs and plug away at the Boss in between its attacks.



[Spiderwoman 1]



[Spiderwoman 2]

Spiderwoman (1 st Stage)					Spiderwoman (2 nd Stage)					Spiderwoman				
EXP	LVL	HP	BP		EXP	LVL	HP	BP		EXP	LVL	HP	BP	
6500	22	450	80/10		6500	23	400	80/10		100	24	1000	128/30	
Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Average	Average	No	Strong	Average	Average	Average	No	Strong	Strong	Strong	Average	No
Items:	None				Items:	G23, Handgun				Items:	Chrysler Key 1			
Steal:	None				Steal:	Tool, Super Tool				Steal:	None			
Attacks:	Arm, Fire, Web				Attacks:	Arm, Fire, Web				Attacks:	Arm, Fire, Web			
Location:	Hospital				Location:	Hospital				Location:	Chrysler Building Floor 10			

CENTIPEDES



[Centipede 1]



[Centipede 2]

The Centipede's first stage has a major weakness. If you can stay along its side, it won't be able to hit you with two of its attacks (biting and electric bolts). However, you still need to worry about its poison attack. If you constantly move, you can dodge it. However, you must keep your eyes open or you might run into it.

After causing enough damage, the Centipede will split into four parts that circle the screen. At this point, I find it helpful to have a long-range weapon, like a rifle. With this type of weapon, you

can stand in the middle and hit the mini-pedes regardless of their position. When you target one of the mini-pedes, make a mental note of its target number. By doing so, you won't feel like you're playing three-card monte and you can kill off each one quickly.

If you examine the body parts more closely, the four parts consist of the head, the tail, and two middle parts. The only poisonous part is the head. In fact, you'll probably spend a lot of Parasite Energy on **Detox** and **Heal 3** until you kill off one of the body parts. With one out of the way, run to the empty space it previously occupied any time the remaining parts stop to attack. This will help you dodge them.

1 Centipede (Head)				
EXP	LVL	HP	BP	
10,000	26	500	90/15	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: Ammo +30, Defense +1, Offense +1				
Steal: Tool				
Attacks: Bite1, Bite2, Tail, Bomb				
Location: Subway				

1 Centipede (Middle)				
EXP	LVL	HP	BP	
0	26	120	65/19	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: Medicine 3, PE +1, Range +1				
Steal: Ammo +30				
Attacks: Bite1, Bite2, Tail, Bomb				
Location: Subway				

1 Centipede (Middle)				
EXP	LVL	HP	BP	
0	26	120	65/19	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: Medicine 3, Bullet Cap +1, Cr Vest				
Steal: Medicine 3				
Attacks: Bite1, Bite2, Tail, Bomb				
Location: Subway				

1 Centipede (Tail)				
EXP	LVL	HP	BP	
0	26	180	80/19	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: M79-3 Grenade Launcher				
Steal: Cure-P				
Attacks: Bite1, Bite2, Tail, Bomb				
Location: Subway				

2 Centipede (Head)				
EXP	LVL	HP	BP	
800	34	1200	104/28	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: Chrysler Key 3				
Steal: None				
Attacks: Bite1, Bite2, Tail, Bomb, NewHP				
Location: Chrysler Building Floor 30				

2 Centipede (Middle)				
EXP	LVL	HP	BP	
0	34	600	100/35	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: None				
Steal: • None				
Attacks: Bite1, Bite2				
Location: Chrysler Building Floor 30				

2 Centipede (Middle)				
EXP	LVL	HP	BP	
0	34	600	100/35	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: None				
Steal: None				
Attacks: Bite1, Bite2				
Location: Chrysler Building Floor 30				

2 Centipede (Tail)				
EXP	LVL	HP	BP	
0	34	800	80/35	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: None				
Steal: None				
Attacks: Bite1, Bite2				
Location: Chrysler Building Floor 30				

CRABS



[Crab 1]



[Crab 2]

The Crab can be one tough customer. The trick to defeating the Crab is sticking to one of its sides, plus it helps to have the **Burst effect** on your weapon. From this position, you can hit all three targets (the body and both claws) with minimal risk. The Crab's claw attack and blue bubbles attack can't hit you if you're at its side; however, you do need to worry about its eye lasers.

When the Crab's eyestalks pop up, you should run in front of it. This gives you the most room to dodge. Quickly run to one side of the Crab and you should be able to stay one step ahead of the lasers. If the lasers hit Aya, they'll probably deplete more than half of her life bar, so you may want to cast **Barrier** just in case things don't go as planned.

If you don't have the Burst effect attached to your weapon, eliminate one claw at a time, and then focus on the body.

Crab (Head)					Crab (Right Claw)					Crab (Left Claw)				
EXP	LVL	HP	BP		EXP	LVL	HP	BP		EXP	LVL	HP	BP	
2510	32	856	100/15		0	27	420	80/12		0	27	420	80/12	
Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No	Strong	Strong	Average	Average	No	Strong	Strong	Average	Average	No
Items: AT4					Items: Ammo +30					Items: Ammo +30				
Steal: Offense +1, Defense +1					Steal: CR Evade +1, Bullet Cap +1					Steal: Tool, Range +1				
Attacks: Punch1, Punch2, Arm, Bubble, Beam					Attacks: Punch1, Punch2, Arm, Bubble					Attacks: Punch1, Punch2, Arm, Bubble				
Location: Warehouse					Location: Warehouse					Location: Warehouse				

Crab (Head)					Crab (Right Claw)					Crab (Left Claw)				
EXP	LVL	HP	BP		EXP	LVL	HP	BP		EXP	LVL	HP	BP	
10,000	59	6400	240/39		0	59	1600	148/33		0	59	1600	148/33	
Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No	Strong	Strong	Strong	Strong	No	Strong	Strong	Strong	Strong	No
Items: Ammo + 30					Items: None					Items: None				
Steal: None					Steal: None					Steal: None				
Attacks: None					Attacks: Crab Punch					Attacks: Crab Punch				
Location: Chrysler Building					Location: Chrysler Building					Location: Chrysler Building				

TRICERATOPS



[Triceratops 2] [Triceratops 1]

The Triceratops can cause a lot of damage in a short period of time. Its bolt attack can inflict as much as 150 points of damage, as can its charge attack. Make sure you have plenty of health at all times, and use your Parasite Energy wisely.

At first, the Triceratops will charge toward Aya so fast that she won't be able to dodge it unless you use **Haste**. When it wears off, continue to reuse it. At the start of the fight, the Triceratops will only charge at Aya once, and then wander around. However, as you cause more and more damage to it, it will increase the number of times it charges in a row. Choose your shots wisely, or you could be left standing in its path.

Dodging the bolt attack is easy. As soon as it begins to charge up the attack, run over and stand close to and just a bit to the side of the Triceratops' head. When you find the correct spot, the bolt will harmlessly pass around Aya.

Once the beast's head is gone, it becomes susceptible to cold attacks. This being the case, you might want to equip a weapon with **Freezing Rounds**. The Triceratops' charging attack slows down considerably, so you won't need to use Haste anymore. Also, this ammo causes it to shoot bolts nearly nonstop. Use the same strategy to dodge the bolts, and the dinosaur should quickly fall.

Triceratops (w/Head)

EXP	LVL	HP	BP	
50,000	33	750	60/10	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: Bullet Cap +1, CR Evade +1				
Attacks: Head, Beam				
Location: Museum				

Triceratops (Body)

EXP	LVL	HP	BP	
0	33	900	60/10	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Weak	No
Items: Ammo + 6, Defense +2, Offense +2				
Steal: Range +1, PE +1				
Attacks: Head, Beam				
Location: Museum				

Triceratops (w/Head)

EXP	LVL	HP	BP	
2500	39	1600	200/21	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: Triceratops Head				
Location: Chrysler Building				

Triceratops (Body)

EXP	LVL	HP	BP	
0	39	1600	200/21	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: Chrysler Key 4				
Steal: None				
Attacks: Triceratops Head				
Location: Chrysler Building				

T-REX

The T-Rex is extremely powerful. Its flame attack can cause as much as 150 points of damage, and can hit Aya several times. At its worst, I've seen it cause 600-700 points of damage. Therefore, you must avoid this attack at all costs. To do so, you must be behind[md]not next to—the T-Rex, or at least pressed as closely to its body as possible.



[T-Rex]

To accomplish this, you may want to cast **Haste** on Aya. This will make it much easier to get into position when the T-Rex decides to jump across the room. Remember that the T-Rex almost always follows a jump with a flame attack. Also, do your best to avoid getting stuck against a wall or in a corner. This makes it much more difficult to get into proper position.

The T-Rex's other attacks aren't much to worry about. It can shoot energy from its tail, but you can easily dodge the bolts. Its close-range attacks typically cause no more than 100 points of damage, so it should be a relief when the monster decides take a bite out of Aya.

T-Rex

EXP	LVL	HP	BP	
100,000	35	2400	256/32	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: M8000 Handgun				
Steal: Tool				
Attacks: Bite, Fire, Back				
Location: Museum				



[Cockroaches]

Cockroach

EXP	LVL	HP	BP	
5000	49	4200	321/18	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: Chrysler Key 5				
Steal: None				
Attacks: Roach Punch				
Location: Chrysler Building				

Just when you thought Eve had lost her creative flare, she throws giant Cockroaches at you. It's going to take a lot more than a can of bug poison to kill this creep. Keep your distance from its antennae and you should be all right until it releases a larva. At that time, the main roach becomes a flying roach. Try to hit both roaches with each shot to quickly eliminate them both.

Cockroach Egg

EXP	LVL	HP	BP	
0	49	1200	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: None				
Location: Chrysler Building				



[bee 1]



[bee 2]

[bee 3]

BEES

Fortunately, the Bee boss appears only in the Chrysler Building during the EX Game. This can be an extremely tough and frustrating fight since you can't save anywhere close to the Bee. The Bee boss consists of three parts, the queen, large bees, and small bees. The queen is your main target, but the other two can't be ignored.

Bee (1)

The small bees are a pain, but relatively harmless. One will occasionally fly out from the side of the queen and slowly make its way toward Aya. It attacks Aya by thrusting its stinger at her. The

attack can be dodged by running to one side or the other. However, this leads to the Bee 1's true purpose. The bee will fly up to the queen and quickly heal it for 200+ HP. So you need to eliminate the small bees as quickly as possible. You should also try to angle your attacks so that you can hit the Bee 1 and the queen at the same time with a Burst shot. Otherwise, it will take you a lifetime to whittle down the queen's 12,000 HP.

Bee (2)

These aren't tough. They lazily fly in from the queen's side and attack when they get close. Since they have a large amount of HP, it may take several attacks to eliminate them, but don't worry. Keep your distance and pick them off quickly. Try not to get caught in a situation where you're forced to worry about the Bee 2 and the queen's attack though, as this may prove to be too much for you to dodge.

Bee (3)

The Bee 3 (queen) doesn't move around much during the battle, which makes it an easy target. Unfortunately, that's about the only break you'll get. You should be at least level 33 when fighting the Bee 3, and you need strong equipment (weapon attack 400+/armor defense 200+). Otherwise, the Bee 3's attack will most likely kill Aya in a single hit.

You need to worry about two attacks from Bee 3. The first is its most common attack, a large energy wall followed by two energy sickles. The attack can do 500+ points of damage each time, and that's if only the wall hits Aya. Dodging the attack is relatively simple in theory. To dodge the wall, you need to get far enough to one side so that it passes by harmlessly. Now you can't dodge if Aya is busy shooting, so be conservative on your shots and give her plenty of time to move. Once the energy wall passes, the two sickles will come at Aya. The most reliable way to dodge them is to stay toward the south side of the screen and stand directly in front of the Boss. They should pass by harmlessly on both sides.

The second attack is a real pain. It paralyzes Aya for several seconds, and then hits her for 400+ damage. Unfortunately, there's no way to dodge the attack. All you can really do is cast Barrier and hope it absorbs the damage. But there's a second danger here. Due to the amount of time the attack holds Aya, the queen's companions can sneak up and hit her even before Bee 3's attack has dealt its damage. Again, there isn't much you can do about this, but eliminate its companions quickly.

1 Bee					2 Bee					3 Bee				
EXP	LVL	HP	BP		EXP	LVL	HP	BP		EXP	LVL	HP	BP	
0	74	600	30/12		128	74	1200	300/37		20,000	74	12,000	400/58	
Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow	Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape	Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No	Strong	Strong	Strong	Strong	No	Strong	Strong	Strong	Strong	No
Items:	None				Items:	None				Items:	Chrysler Key 7			
Steal:	None				Steal:	None				Steal:	None			
Attacks:	Bee Tail				Attacks:	Bee Punch				Attacks:	Bee Punch			
Location:	Chrysler Building				Location:	Chrysler Building				Location:	Chrysler Building			

ACTRESS

If you haven't read the chapter that discusses basic battle tactics, now would be a good time. Otherwise, prepare for what should be an easy and brief battle. The Actress has only one



[Actress]

attack: an energy beam that she fires every few seconds. You can easily avoid the attack by watching the energy around the Actress. When it begins to converge on the Actress' hands, you should run to the side. This will make the beam fire just behind Aya, missing her completely.

Now is the time to counter attack. Quickly press the **X** button to access the targeting dome. If the Actress is outside the dome, press the **●** button to cancel the action so you can shorten the distance between the two characters. When the Actress is within range, press the **X** button and then press **X** two more times to fire two shots at her. After a few hits, the battle will end and the Actress' true identity will be revealed.

Actress				
EXP	LVL	HP	BP	
0	1	40	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: PE +1, PE +2				
Attacks: Arm, Beam				
Location: Carnegie Hall				

EVE (1)

Eve is a little tougher this time, but not much. Instead of shooting one beam, she now shoots two and can sweep the beams across the room, which makes them tougher to dodge.

Eve				
EXP	LVL	HP	BP	
0	4	92	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Strong	No
Items: None				
Steal: PE +1, PE +3				
Attacks: Arm, Beam				
Location: Carnegie Hall				

Stay a good distance away from Eve so as to avoid her when she begins floating around the room. As soon as she begins to charge up energy, you should stand still, because she'll shoot

beams on both sides of Aya. Sometimes she remains motionless, but at other times she'll slowly move from side to side while shooting. Do your best to stay between the beams without touching one.

When the beams disappear, quickly take two shots at Eve and then prepare for her next attack. If you raised Aya's level up to 4 or 5, the battle should go quickly.



[Eve 1]

EVE (2)

This fight is tough, but only because Eve has Aya pinned down in the back of a carriage. Try to keep as much distance between Aya and Eve as possible. Do this by sticking to the four corners and watching Eve's shadow when she's not on screen. Eve can hurt Aya by touching her or by bombing her from above.



[Eve2]

The touching attack is no problem, just keep your distance. To avoid the bomb attack as soon as Eve releases her energy, run to the opposite corner and the attack should miss. If you're not in a corner when the attack hits, you'll have a tough time dodging the blast since it covers most of the carriage.

Counter attack Eve whenever she floats back to the ground after using her bombing attack. You should be able to get off two shots easily before Eve's next move.

EVE (3)

Eve (Bottom Target)

EXP	LVL	HP	BP	
0	37	1600	1000/20	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: Tool, Trading Card				
Attacks: Punch, Grab, Beam, Bomb, Needle				
Location: Statue of Liberty				

At the start of the fight, you should keep a lot of distance between Aya and Eve. Eve has several devastating, close-range attacks that make her long-range attacks look weak. You definitely don't want Eve to grab Aya. These attacks can hit four times, and can cause as much as 170 points of damage with each hit. Dodging these attacks is fairly easy, though.

Eve (Top Target)

EXP	LVL	HP	BP	
0	37	1900	1000/20	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: Bullet Cap +1, CR Evade +1Tool, Trading Card				
Attacks: Bomb				
Location: Statue of Liberty				

Now head to the north to find Eve resting next to the now gooey Statue of Liberty. But before you go, you should use your Bonus Points, check your inventory, reload your weapon, and do anything else you can think of. This isn't going to be easy!

It helps a lot in this fight if you have a weapon with the Burst and Command: two effects. With these special weapon effects, you can hit all three parts of Eve's body with a single attack, and you can heal and attack in the same turn. You can also hit all three body parts with the AT4 Rocket Launcher; however, its ammo is limited, so you may want to save it for a little later.

Stay a good distance away from Eve when you're not attacking, stay out of corners, and always keep moving from side to side.

Eve's long-range attacks aren't as easy to dodge, but they don't cause a lot of damage. Her energy ball attack shoots four balls at short, long, short, and long intervals. Typically, only one or two of them will hit you as long as you continue to move. Eve can also cover the screen with a sweeping blast of energy needles. To dodge them, just run away from them and try to get behind Eve. Lastly, Eve can shower the field with energy from her back. The only guaranteed way to dodge this attack is to get directly under Eve. Just make sure you quickly get out from under her so she doesn't have a chance to grab Aya.

After causing enough damage to Eve, she morphs into Eve 4, thus taking you back to square one!

Eve

EXP	LVL	HP	BP	
0	14	330	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: PE + 3, Defense + 3				
Attacks: Claw, Beam				
Location: Sewers				

Eve (Middle Target)

EXP	LVL	HP	BP	
0	37	1750	1000/20	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: Range +1, PE +1, Tool, Trading Card				
Attacks: Beam, Needle				
Location: Statue of Liberty				

EVE (4)

This fight is a little bit easier, but Eve is still deadly. Now she can fly around the screen so fast that Aya sometimes has trouble drawing a bead on her. This also makes it easy for Eve to fly in and out of your targeting dome, so be careful when you shoot. Never shoot more than twice[md]I'll tell you why later!

Eve has three basic attacks. Her physical attack is a quick blow that can hit Aya twice and poison her. It's tough to dodge because it is so fast. Just keep moving at all times, and she should get in only one hit. Eve can also hit Aya with a paralysis attack that can't be dodged. Two things can happen with this attack: Either Aya will get paralyzed, thus stopping her mobility; or she'll just get slowed down. Both effects are harmful, so you should use a **Cure-M** or cast **Medic** to get rid of the effect.

Eve's final[md]and deadliest[md]attack is her energy javelin. Occasionally, she'll fly off-screen and the camera will show a close-up view of her as she throws her javelin. This attack inflicts area damage, so the closer Aya is to the impact point, the more damage she'll take. This serves as a prime example of why you need to keep Aya mobile. Eve loves to paralyze Aya, and then hit her with the javelin, which can cause 400+ points of damage.

The key thing to remember when Eve launches her energy javelin is that you still have control of Aya, even though you can't see her. It's best to stay in a corner so that when Eve begins to launch her attack from the sky, you can run to the opposite side. Remember: Don't stop running until the attack has exploded! If you can get far enough away, Aya won't take any damage.

Earlier I mentioned that you should shoot only twice at Eve on each turn. That's because you never know when Eve is going to try the javelin, and you can't control Aya while she's shooting. If you've programmed Aya to shoot several shots and Eve takes off, you'll miss Eve and Aya won't move until she's done shooting, even though you can't see or hear the shots. So take quick shots and never get stuck in one place for too long.

To make things really quick, you can use the Parasite Energy **Liberate**. This will cause over a thousand points of damage to Eve, but it will also deplete all of Aya's Parasite Energy. It is, however, still worth the risk. After the attack, you'll only need to hit Eve a few more times to finish her off.

Eve				
EXP	LVL	HP	BP	
10,000	35	2200	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items:	None			
Steal:	None			
Attacks:	Punch, Strip, Warp, Status			
Location:	Statue of Liberty			

ULTIMATE BEING (1) (1ST STAGE)

This is an easy battle. Give Aya a weapon with a lot of range and good attack power. Step just close enough to the Ultimate Being to get it to double over. This indicates the beginning of its attack. Quickly run away from the Ultimate Being and you'll easily dodge the attack. Just don't get trapped too close to the Ultimate Being. Always shoot the Ultimate Being twice after each of its attacks.

1 Ultimate Being (1st Stage)				
EXP	LVL	HP	BP	
0	37	1500	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: Ammo +30, Full Cure				
Attacks: Cry, Wave				
Location: Cruiser				

It can also perform one other attack that is unavoidable. The attack can hit Aya for all of her HP *except* one point. No problem, just use **Full Recover** and Aya will be as good as new!

ULTIMATE BEING (2) (2ND STAGE)

2 Ultimate Being (2nd Stage—Body)				
EXP	LVL	HP	BP	
0	37	1500	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No
Items: None				
Steal: Cure All, Revise				
Attacks: Claw, Thunder, Tail1, Tail2, Hard				
Location: Cruiser				

This battle has two stages. During the first stage, the Ultimate Being is a total wimp. Dodge its lighting balls by running around them, and they won't be able to track Aya. At this point, you should be able to hit the Ultimate Being twice before it performs its next attack. To dodge the Ultimate Being's lighting bolts, simply run under it. If you get there quickly, you can easily shoot the Ultimate Being four times. It helps to have a weapon that can hit both of the Ultimate Being's body parts at the same time, but if you don't have such a weapon, you should focus on defeating the body.

Ultimate Being (2nd Stage—Head)

EXP	LVL	HP	BP
0	37	950	0/0

Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong

Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes

Items: None

Steal: Junk

Attacks: Bomb, Thunder

Location: Cruiser

Once you've inflicted enough damage to the Ultimate Being, it will split into two parts. Your goal should be to kill the crawling body, because the flying head dies when the body dies. Dodging these two parts is tough—real tough! Your best bet is to quickly use the Parasite Energy **Liberate**. It will kill one of the two parts, while seriously damaging the other. If the body survives, just hit it a few more times and it will be dead before you know it.

ULTIMATE BEING (3)

(3RD STAGE)

You'll want to fight this version of the Ultimate Being a lot like you did Eve 3. For the most part, you should keep your distance unless the situation specifically calls for Aya to get up close and personal.

The Ultimate Being attacks in numerous ways. Its most basic attack is a simple 2-hit combo that causes a little over 100 points of damage. You can easily dodge one of the hits if you keep running away from the Ultimate Being when you're not attacking.

Perhaps its most lethal attacks are its area effect attack and grab attack. Both are nearly impossible to dodge and inflict close to 400 points of damage. To dodge the area effect attack, you must get as far away from the Ultimate Being as possible. You'll know the attack is coming if the Ultimate Being sits on the ground and an arcane symbol appears below it. The grab is so incredibly fast that you'll be able to dodge it only if you're using **Haste**—but that's still no guarantee!

Ultimate Being (3rd Stage)

EXP	LVL	HP	BP
0	38	3500	0/0

Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong

Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	No

Items: None

Steal: Super Tool

Attacks: Punch, Kick, Grab, Wave, Beam

Location: Cruiser

The best time to hit the Ultimate Being is when it hops into a corner. The Ultimate Being then launches a bunch of pink energy balls that can't hit Aya if she's directly under or behind the Ultimate Being. While these balls are flying around, you should be able to hit the Ultimate Being four or more times.

To help ease things along, you may want to pull out the AT4 Rocket Launcher. It can cause more damage than most guns, plus it has incredible range. Once you've caused about 1000 points of damage to the Ultimate Being, you should use the Parasite Energy **Liberate** again. This should inflict enough damage to finish off the Ultimate Being.

ULTIMATE BEING (4)

(4TH STAGE)

4 Ultimate Being (4th Stage)				
EXP	LVL	HP	BP	
??	??	??	??	
Cyanide	Acid	Tranq.	Scan	Slow
??	??	??	??	??
Confu.	Steal	Heat	Freeze	Escape
??	??	??	??	??
Items: ??				
Steal: ??				
Attacks: ??				
Location: Cruiser				

At first, Aya won't be able to cause much damage to this evolved version of the Ultimate Being. So, to make things easier, you should use the Parasite Energy **Barrier**, and then pick away at the Ultimate Being with anything but the AT4 Rocket Launcher. I know what you're thinking: "Only one point of damage!!" However, if you're patient, you'll get your opportunity to put a real hurt on the Ultimate Being once and for all.

Eventually, the means to defeat the Ultimate Being will be delivered to Aya. She's automatically equipped with the new ammo and Maeda's Gun. Select your shots carefully and begin pounding away at the Ultimate Being. This creature will fall in no time.

EX GAME BOSS

2 Ex Game Boss				
EXP	LVL	HP	BP	
??	??	??	??/??	
Cyanide	Acid	Tranq.	Scan	Slow
??	??	??	??	??
Confu.	Steal	Heat	Freeze	Escape
??	??	??	??	??
Items: ??				
Steal: ??				
Attacks: ??				
Location: Chrysler Building Floor 77				

Bestiary—The EX Game

[l e g e n d]

Enemy Number	A number to help you determine which enemy is which
EXP	Experience earned for defeating enemy
LVL	Enemy's level
HP	Enemy's Hit Points (health)
BP	Bonus Points for defeating enemy/number of Bonus Points subtracted from BP total each time the enemy hits Aya
Cyanide	Cyanide Rounds
Acid	Acid Rounds
Tranq	Tranquilizer Rounds
Scan	Scan PE power
Slow	Slow PE power
Confu	Confuse PE power
Steal	Steal item from enemy
Heat	Exploding Rounds
Freeze	Freezing Rounds
Escape	Whether or not Aya can escape from the listed enemy
Strong	The enemy is completely resistant to accompanying PE power or weapon effect
Average	The enemy is resistant to accompanying PE power or weapon effect
Weak	The enemy has no resistance to accompanying PE power or weapon effect
Items	The Item(s) that an enemy may drop after a battle
Steal	Item(s) that may sometimes be stolen from the enemy
Attacks	The enemy's attacks
Location	Where the enemy can be found

2 Crow



EXP	LVL	HP	BP	
1	10	74	6/1	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Junk, Medicine 2				
Steal: Junk, Medicine 3				
Attacks: Crow Peck				

4 Rat



EXP	LVL	HP	BP	
2	11	85	8/2	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Strong	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Ammo +6, Cure-M				
Steal: Medicine 2				
Attacks: Rate Bite				

2 Troodon



EXP	LVL	HP	BP	
4	15	106	9/3	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Average	Yes
Items: Ammo +6, Medicine 1				
Steal: Revise				
Attacks: Troodon Bite				

2 Bat



EXP	LVL	HP	BP	
3	17	98	8/1	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Medicine 1, Cure-D				
Steal: Cure-D, Medicine 3				
Attacks: Bat Bite				

2 Spiderwoman



EXP	LVL	HP	BP	
100	24	1000	128/8	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Average	No
Items: Chrysler Key 1				
Steal: None				
Attacks: Spider Arm				

2 Monkey



EXP	LVL	HP	BP	
9	21	158	10/2	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Revive				
Steal: Medicine 2				
Attacks: Monkey Claw				

2 Mole



EXP	LVL	HP	BP	
7	19	144	12/4	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Weak	Yes
Items: Medicine 2, Ammo +15				
Steal: Medicine 2, Revive				
Attacks: Mole Punch				

3 Snake



EXP	LVL	HP	BP	
5	20	120	8/2	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Strong	Average	Yes
Items: Ammo +6, Medicine 1				
Steal: Cure-P				
Attacks: Snake Bite				

3 Alligator



EXP	LVL	HP	BP	
150	29	1200	256/16	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Weak	Strong	No
Items: Chrysler Key 2				
Steal: None				
Attacks: Gator Scratch				

2 Flyman



EXP	LVL	HP	BP	
15	22	240	12/4	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Cure-M, Medicine 3				
Steal: Medicine 3				
Attacks: None				

3 Spider



EXP	LVL	HP	BP	
23	23	205	15/3	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Weak
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Average	Weak	Yes
Items: Ammo +30				
Steal: Cure-M, Revive				
Attacks: Spider Bite				

2 Plant



EXP	LVL	HP	BP	
27	21	280	15/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Weak	Average	Yes
Items: Medicine 2, Cure-P				
Steal: Medicine 3				
Attacks: Plant Vine				

Centipede (Head)

EXP	LVL	HP	BP	
800	34	1200	104/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: Chrysler Key 3				
Steal: None				
Attacks: Centipede Bite				

Centipede (Middle)

EXP	LVL	HP	BP	
0	34	600	100/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: None				
Steal: None				
Attacks: Centipede Bite				

Centipede (Middle)

EXP	LVL	HP	BP	
0	34	600	100/5	
Cyanide	Acid	Tranq.	Scan	Slow
Slow	Confu.	Steal	Heat	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: None				
Steal: None				
Attacks: Centipede Bite				

Centipede (Tail)

EXP	LVL	HP	BP	
0	34	800	80/4	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Weak	No
Items: None				
Steal: None				
Attacks: Centipede Bite				

Cat

EXP	LVL	HP	BP	
52	32	375	15/3	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Ammo +6, Medicine 3				
Steal: Medicine 3				
Attacks: Cat Bite				

Chameleon

EXP	LVL	HP	BP	
40	26	315	15/3	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Weak	Strong	Average	Yes
Items: Medicine 3, Cure-M				
Steal: Ammo +15, Ammo +30				
Attacks: Chameleon Tongue				

Mixedman

EXP	LVL	HP	BP	
64	31	400	20/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Average	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Weak	No
Items:	Cure-M, Ammo +15			
Steal:	Medicine 4			
Attacks:	None			

Mixedman (Ball)

EXP	LVL	HP	BP	
8	31	100	3/1	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Average	Average	No
Items: None				
Steal: None				
Attacks: None				

Triceratops (w/Head)

EXP	LVL	HP	BP	
2500	39	1200	200/21	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: Head Attack				

Triceratops (Body)

EXP	LVL	HP	BP	
0	39	1600	200/21	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: Chrysler Key 4				
Steal: None				
Attacks: Head Attack				

Scorpion

EXP	LVL	HP	BP	
160	35	580	24/4	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Strong	Weak	Yes
Items: Ammo +6, Ammo +30				
Steal: Medicine 4, Revive				
Attacks: Scorpion Tail				

Parrot

EXP	LVL	HP	BP	
115	31	420	18/3	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Weak	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Weak	Strong	Weak	Yes
Items: Medicine 2, Medicine 4				
Steal: Medicine 4				
Attacks: Parrot Peck				

3 Frog 				
EXP	LVL	HP	BP	
133	30	460	20/4	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Weak	Yes
Items: Ammo +15				
Steal: Medicine 3, Revive				
Attacks: Frog Tongue				

3 Armadillo 				
EXP	LVL	HP	BP	
144	38	410	20/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Average	Average	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Average	Yes
Items: Medicine 3				
Steal: Medicine 4				
Attacks: Armadillo Roll				

3 Pterodactyl 				
EXP	LVL	HP	BP	
256	37	550	20/5	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Average	Yes
Items: Cure-D, Junk				
Steal: Junk				
Attacks: Pterodactyl Bite				

Cockroach 				
EXP	LVL	HP	BP	
5000	49	4200	321/18	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: Chrysler Key 5				
Steal: None				
Attacks: Roach Punch				

Cockroach Egg 				
EXP	LVL	HP	BP	
0	49	1200	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: None				

2 Ratman 				
EXP	LVL	HP	BP	
364	45	715	28/7	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Average	Strong	No
Items: Ammo +15, Ammo +30				
Steal: Revive				
Attacks: Ratman Bite				

2 Ratman (Large) 				
EXP	LVL	HP	BP	
562	48	790	32/8	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Medicine 3, Medicine 4				
Steal: Rocket				
Attacks: Rat Bite				

Squirrel 				
EXP	LVL	HP	BP	
2	53	670	250/30	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Average	Strong	Strong	Yes
Items: Junk, Medicine 4, Revive				
Steal: Cure-C, Revive				
Attacks: Squirrel Punch				

5 Rat 				
EXP	LVL	HP	BP	
327	40	590	25/5	
Cyanide	Acid	Tranq.	Scan	Slow
Weak	Average	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Average	Weak	Strong	Yes
Items: Ammo +30, Revive				
Steal: Medicine 4, Ammo +30				
Attacks: Rat Bite				

2 Crab (Head) 				
EXP	LVL	HP	BP	
10,000	59	6400	240/39	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: Chrysler Key 6				
Steal: None				
Attacks: Crab Punch				

2 Crab (Right Claw) 				
EXP	LVL	HP	BP	
0	59	1600	148/33	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: Crab Punch				

2 Crab (Left Claw) 				
EXP	LVL	HP	BP	
0	59	1600	148/33	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: Crab Punch				

Snake (Poisonous)

EXP	LVL	HP	BP	
804	46	780	28/6	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Average	Strong	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Strong	Average	Yes
Items: Cure-P, Medicine 4				
Steal: Medicine 4				
Attacks: Snake Poison Bite				

Bear

EXP	LVL	HP	BP	
894	53	1000	35/7	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Strong	Weak	Average
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Strong	Average	Yes
Items: Medicine 4				
Steal: Revise				
Attacks: Bear Claw				

Bacterium

EXP	LVL	HP	BP	
855	49	880	35/7	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Weak	Weak	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Weak	Weak	Average	Strong	Yes
Items: Junk, Medicine 4				
Steal: Ammo +30, Medicine 4				
Attacks: None				

Dogman

EXP	LVL	HP	BP	
920	52	980	44/11	
Cyanide	Acid	Tranq.	Scan	Slow
Average	Average	Average	Weak	Strong
Confu.	Steal	Heat	Freeze	Escape
Average	Average	Average	Average	Yes
Items: Junk, Ammo +30, Revive				
Steal: Medicine 4				
Attacks: Dogman Claw				

Treasurebox

EXP	LVL	HP	BP	
255	45	700	0/0	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Weak	Weak	Weak
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	Yes
Items: Ammo +30, Medicine 4, Revive				
Steal: Medicine 4				
Attacks: Attack 1, Attack 2				

Bee

EXP	LVL	HP	BP	
0	74	600	30/12	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: Bee Tail				

Bee

EXP	LVL	HP	BP	
128	74	1200	300/37	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: Bee Punch				

Bee

EXP	LVL	HP	BP	
20,000	74	12,000	0/58	
Cyanide	Acid	Tranq.	Scan	Slow
Strong	Strong	Strong	Strong	Strong
Confu.	Steal	Heat	Freeze	Escape
Strong	Strong	Strong	Strong	No
Items: None				
Steal: None				
Attacks: Bee Punch				

Maya

EXP	LVL	HP	BP	
?	?	?	?	
Cyanide	Acid	Tranq.	Scan	Slow
?	?	?	?	?
Confu.	Steal	Heat	Freeze	Escape
?	?	?	?	?
Items: ?				
Steal: ?				
Attacks: ?				



w e a p o n s

a r m o r

i t e m s



Weapons List

[U s i n g t h e W e a p o n L i s t]

In this section you'll find information on every weapon. Here's an example on how to use the provided information:

Rocket Launchers

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus				
AT4	128	128	0	202	202	0	1	1	0	x1	0/0	None	Warehouse (D5)

Name: This is the weapon's name as it appears in the game.

Stats: Numbers in this column represent the weapon's current level of Attack (power), Range, and Bullets (capacity).

Base: Numbers in this column cannot be removed from this weapon.

Plus: Numbers in this column can be transferred to another weapon using a Tool.

Attack: This represents how much damage the weapon can cause in a single attack.

Range: This determines how large Aya's targeting dome will be when attacking.

Bullets: This indicates how much ammunition the weapon can hold.

Rate of Fire: This indicates how many times the weapon can shoot in a turn.

Slots: The first number shows how many slots the weapon has when you find it. The second number shows the maximum number of slots the weapon can have through modification.

Specials: Any weapon effects the weapon may have are listed here.

Location: This is where the weapon can be found. Because the game randomizes items, you may not always find a weapon in the listed location. However, each weapon will appear in the listed spot when the game decides to drop it in. Also, when you see "D#," this indicates the day of the game when you'll find the item; plus, "EX" means that you'll find the item in the EX version of the game only. For an explanation of the "300 Junk," refer to the Secrets section of this book.

Melee Weapons

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus				
Club 1	10	9	1	10	10	0	0	0	0	N/A	1/1	None	Starting weapon
Club 2	26	24	2	10	10	0	0	0	0	N/A	1/1	Item	Soho (D3)
Club 3	38	38	0	10	10	0	0	0	0	N/A	2/2	Item & Quickdraw	Chinatown Sewer (D5)
Club 4	80	78	2	10	10	0	0	0	0	N/A	3/3	Critical Bonus, Item, & Counterattack Enemy	Chrysler Building (EX)
Club 5	102	100	2	10	10	0	0	0	0	N/A	2/2	Item & Quickdraw	Chrysler Building (EX)

Handguns

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus				
M84F	12	10	2	51	51	0	6	6	0	x2	1/4	None	Starting weapon
P220	15	14	1	55	55	0	5	5	0	x2	1/5	None	Carnegie Hall (D1)
P220-2	48	47	1	55	55	0	12	11	1	x3	3/5	None	Museum (D5)
M1911A1	17	15	2	60	60	0	6	5	1	x3	2/6	None	Carnegie Hall Sewers (D1)
M1911A2	48	48	0	61	61	0	10	8	2	x3	2/5	None	Chinatown (D5)
M1911A3	50	50	0	62	62	0	9	8	1	x5	2/7	None	Chrysler Building (EX)
M1911A4	68	68	0	63	62	1	9	9	0	x1	2/8	None	Chrysler Building (EX)
M1911A5	86	85	1	63	63	0	11	10	1	x1	2/5	None	Chrysler Building (EX)
P8	19	18	1	56	54	2	7	7	0	x1	1/1	None	Central Park (D2)
M9	17	17	0	54	53	1	9	8	1	x3	3/6	None	Central Park (D2)
M92F	29	28	1	51	50	1	11	8	3	x3	3/10	None	NYPD #17 Precinct (D3)
M9-2	39	38	1	55	54	1	11	10	1	x3	2/7	None	NYPD #17 Precinct (D3)

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
G19	Stats 32	Base 30	Plus 2	Stats 58	Base 57	Plus 1	Stats 10	Base 8	Plus 2	x3	3/5	None	Soho (D3)
G22	Stats 51	Base 49	Plus 2	Stats 60	Base 60	Plus 0	Stats 11	Base 10	Plus 1	x2	2/5	None	Museum (D5)
G23	Stats 48	Base 47	Plus 1	Stats 60	Base 58	Plus 2	Stats 10	Base 10	Plus 0	x3	2/7	None	Hospital (D4)
PPK	Stats 47	Base 45	Plus 2	Stats 49	Base 48	Plus 1	Stats 12	Base 12	Plus 0	x5	2/4	Quickdraw	Warehouse (D5)
Maeda's Gun	Stats 1	Base 1	Plus 0	Stats 60	Base 60	Plus 0	Stats 15	Base 15	Plus 0	x2	1/1	None	Museum (D5)
M8000	Stats 57	Base 57	Plus 0	Stats 58	Base 58	Plus 0	Stats 12	Base 12	Plus 0	x1	3/5	Command x2	Museum (D5)
M9-3	Stats 55	Base 53	Plus 2	Stats 58	Base 58	Plus 0	Stats 13	Base 13	Plus 0	x3	2/7	Command x2	Museum (D5)
DE50AE7	Stats 125	Base 123	Plus 2	Stats 56	Base 55	Plus 1	Stats 17	Base 15	Plus 2	x2	8/9	None	Receive from Wayne (300 Junk)
SP1C	Stats 120	Base 118	Plus 2	Stats 69	Base 67	Plus 2	Stats 20	Base 18	Plus 2	x2	2/6	None	Receive from Wayne (300 Junk)
USP	Stats 52	Base 51	Plus 1	Stats 56	Base 56	Plus 0	Stats 10	Base 9	Plus 1	x3	2/4	None	Chrysler Building (EX)
USP-TU	Stats 116	Base 115	Plus 1	Stats 88	Base 87	Plus 1	Stats 31	Base 25	Plus 6	x5	3/9	Counter	Receive from Wayne (300 Junk)
USP-2	Stats 58	Base 58	Plus 0	Stats 59	Base 57	Plus 2	Stats 11	Base 11	Plus 0	x1	2/7	None	Chrysler Building (EX)
USP-3	Stats 76	Base 75	Plus 1	Stats 58	Base 58	Plus 0	Stats 13	Base 12	Plus 1	x2	2/3	Quickdraw	Chrysler Building (EX)
P226	Stats 63	Base 63	Plus 0	Stats 57	Base 57	Plus 0	Stats 12	Base 11	Plus 1	x2	2/6	None	Chrysler Building (EX)
P228	Stats 59	Base 59	Plus 0	Stats 56	Base 55	Plus 1	Stats 13	Base 12	Plus 1	x1	2/6	None	Chrysler Building (EX)
P229	Stats 71	Base 71	Plus 0	Stats 56	Base 56	Plus 0	Stats 13	Base 13	Plus 0	x3	1/7	None	Chrysler Building (EX)
M96	Stats 77	Base 75	Plus 2	Stats 59	Base 59	Plus 0	Stats 16	Base 14	Plus 2	x1	5/5	None	Chrysler Building (EX)
M96R	Stats 89	Base 88	Plus 1	Stats 59	Base 59	Plus 0	Stats 20	Base 20	Plus 0	x2	2/4	Command x3	Chrysler Building (EX)
AM44	Stats 78	Base 78	Plus 0	Stats 58	Base 58	Plus 0	Stats 13	Base 12	Plus 1	x1	2/8	None	Chrysler Building (EX)
Mark 23	Stats 82	Base 81	Plus 1	Stats 61	Base 60	Plus 1	Stats 13	Base 13	Plus 0	x3	2/3	Quickdraw	Chrysler Building (EX)
G20	Stats 65	Base 65	Plus 0	Stats 62	Base 61	Plus 1	Stats 14	Base 12	Plus 2	x1	2/3	Counter	Chrysler Building (EX)
M712	Stats 87	Base 85	Plus 2	Stats 64	Base 63	Plus 1	Stats 11	Base 10	Plus 1	x1	2/2	Counter	Chrysler Building (EX)

Rifles

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
M16A1	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	1/3	None	NYPD #17 Precinct (D2)
	35	34	1	112	110	2	16	15	1				
M16A2	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x3	2/4	None	Chrysler Building (EX)
	55	53	2	124	124	0	19	18	1				
SG550	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	2/5	None	NYPD #17 Precinct (D3)
	40	40	0	110	108	2	21	20	1				
G3A3	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x1	3/4	None	Hospital (D4)
	44	43	1	123	121	2	19	18	1				
MAG	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	4/7	Critical Bonus	Receive from Wayne (300 Junk)
	152	151	1	185	185	0	21	20	1				
AK-47	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x5	6/8	Counter & Critical Bonus	Receive from Wayne (300 Junk)
	155	155	0	154	152	2	24	23	1				
Type64	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x3	4/5	Critical Bonus	Chrysler Building (EX)
	51	50	1	114	112	2	16	14	2				
PSG-1	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	5/5	None	Chrysler Building (EX)
	75	0	0	120	120	0	19	18	1				
SAR	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x1	2/3	None	Chrysler Building (EX)
	86	85	1	136	135	1	16	16	0				
FA-MAS	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x3	6/7	None	Chrysler Building (EX)
	119	119	0	169	168	1	26	26	0				
XM177E2	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x1	5/6	Critical Bonus	Chrysler Building (EX)
	99	99	0	159	158	1	17	16	1				

Grenade Launchers

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
M203	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x1	2/3	Explosive Rounds	Central Park (D2)
	27	25	2	60	59	1	5	5	0				
M203-2	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	2/5	Explosive Rounds	Warehouse (D5)
	49	48	1	65	65	0	7	6	1				
M203-3	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x3	4/5	Acid Rounds	Chinatown Sewers (D5)
	50	49	1	71	71	0	7	5	2				
M203-4	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	5/7	Freezing Rounds	Museum (D5)
	58	57	1	67	67	0	8	7	1				
M203-5	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x1	5/6	None	Chrysler Building (EX)
	68	68	0	65	65	0	7	7	0				
M203-6	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x1	4/4	Cyanide Rounds	Chrysler Building (EX)
	81	80	1	68	67	1	8	6	2				
M79	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	3/4	Tranquilizer Rounds	Hospital (D4)
	45	44	1	67	65	2	5	4	1				
M79-2	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x3	4/4	Acid Rounds	Chinatown (D5)
	46	45	1	68	68	0	6	4	2				

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
M79-3	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x2	3/5	Freezing Rounds	Subway (D5)
M79-4	54	52	2	69	68	1	6	5	1	x1	4/5	None	Chrysler Building (EX)
M79-5	61	59	2	65	65	0	10	10	0	x1	5/5	None	Chrysler Building (EX)
M79-6	75	75	0	69	67	2	8	8	0	x1	4/7	None	Chrysler Building (EX)
HK40	94	94	0	69	68	1	11	10	1	x1	6/6	None	Receive from Wayne (300 Junk)

Machine Guns

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
M10	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus	x7	2/3	Random Shot	Hospital (D4)
M11	38	37	1	45	45	0	24	22	2	x5	2/2	Random Shot	Soho (D3)
MP5K	33	32	1	42	42	0	21	20	1	x3	1/4	None	NYPD #17 Precinct (D3)
Micro UZ	36	35	1	43	43	0	24	23	1	x5	4/4	Random Shot	Hospital (D4)
Mini UZ	40	38	2	43	43	0	19	18	1	x5	3/3	Random Shot	Hospital (D4)
Full UZ	49	48	1	46	45	1	20	19	1	x10	3/4	Random Shot	Chrysler Building (EX)
MP5PDW	68	68	0	50	49	1	43	42	1	x7	2/6	Random Shot	Museum (D5)
P90	53	52	1	46	46	0	25	23	2	x10	5/7	Random Shot	Receive from Wayne (300 Junk)
PPSh41	122	122	0	53	51	2	201	200	1	x10	2/6	None	Receive from Wayne (300 Junk)
MP5A5	80	78	2	76	75	1	71	71	0	x2	2/4	Random Shot	Chrysler Building (EX)
MP5SD6	68	67	1	48	48	0	29	28	1	x3	4/7	Random Shot	Chrysler Building (EX)

Shotguns

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
M10B	Stats 121	Base 120	Plus 1	Stats 70	Base 70	Plus 0	Stats 7	Base 6	Plus 1	x3	4/7	Burst	Receive from Wayne (300 Junk)
M870	Stats 49	Base 48	Plus 1	Stats 60	Base 60	Plus 0	Stats 7	Base 4	Plus 3	x2	6/6	Burst	Chinatown Sewer (D5)
M870-2	Stats 63	Base 63	Plus 0	Stats 64	Base 63	Plus 1	Stats 5	Base 5	Plus 0	x1	7/7	Burst	Chrysler Building (EX)
M500	Stats 59	Base 57	Plus 2	Stats 63	Base 61	Plus 2	Stats 7	Base 5	Plus 2	x2	8/8	Burst	Museum (D5)
M500-2	Stats 76	Base 75	Plus 1	Stats 67	Base 67	Plus 0	Stats 6	Base 6	Plus 0	x3	5/9	Burst	Chrysler Building (EX)
Maverick	Stats 82	Base 82	Plus 0	Stats 71	Base 69	Plus 2	Stats 7	Base 7	Plus 0	x1	5/6	Burst	Chrysler Building (EX)
S12	Stats 98	Base 97	Plus 1	Stats 72	Base 72	Plus 0	Stats 9	Base 8	Plus 1	x1	6/6	Burst	Chrysler Building (EX)

Rocket Launchers

Name	Attack			Range			Bullets			R.O.F	Slots:	Specials:	Location:
AT4	Stats 128	Base 128	Plus 0	Stats 202	Base 202	Plus 0	Stats 1	Base 1	Plus 0	x1	0/0	None	Warehouse (D5)
AT4-1	Stats 186	Base 186	Plus 0	Stats 235	Base 205	Plus 30	Stats 1	Base 1	Plus 0	x1	0/0	None	Chrysler Building (EX)
LAW80	Stats 220	Base 200	Plus 20	Stats 210	Base 210	Plus 0	Stats 1	Base 1	Plus 0	x1	0/0	None	Receive from Wayne (300 Junk)

Armor List

[Using the armor list]

armor

Kv Type Armor (Kevlar)

Name	Defense			PEnergy			Critical			Slots	Specials	Location
	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus			
Kv Vest 1	20	19	1	12	11	1	15	15	0	2/2	None	Carnegie Hall Sewers (Boss/D1)

In this section you'll find information on every piece of armor. Here's an example on how to use the provided information:

Name: This is the armor's name as it appears in the game.

Stats: Numbers in this column represent the armor's current level of Defense, PEnergy, and Critical.

Base: Numbers in this column cannot be removed from this piece of armor.

Plus: Numbers in this column can be transferred to another piece of armor using a Tool.

Defense: This represents how well the piece of armor protects Aya from being damaged.

PEnergy: This is how much PEnergy the armor adds to Aya's basic PEnergy.

Critical: This indicates how well the armor protects against critical attacks.

Specials: Any armor effects the armor may have are listed here.

Slots: The first number shows how many slots the armor has when you find it. The second number shows the maximum number of slots the armor can have through modification.

Location: This is where you can find the armor. Because the game randomizes items, you may not always find it in the listed location. However, it will appear there when the game decides to drop it in. Also, when you see "D#," this indicates the day of the game when you'll find the item; , "EX" means that you'll find the item in the EX version of the game only.

N Type Armor (Normal)

Name	Defense			PEnergy			Critical			Slots	Specials	Location
	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus			
N Vest	10	9	1	8	8	0	13	13	0	2/2	None	Starting armor
N Protector	12	11	1	9	9	0	18	16	2	3/4	None	Carnegie Hall (D1)
N Jacket	35	34	1	29	28	1	19	19	0	3/5	None	NYPD #17 Precinct (D3)
N Suit	44	43	1	36	35	1	23	22	1	2/6	None	Museum (D5)

Kv Type Armor (Kevlar)

	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus			
Kv Vest 1	20	19	1	12	11	1	15	15	0	2/2	None	Carnegie Hall Sewers (Boss/D1)
Kv Protector	41	40	1	33	32	1	20	18	2	2/2	None	Chrysler Building (EX)
Kv Jacket	46	46	0	45	45	0	21	21	0	2/3	None	Chrysler Building (EX)
Kv Suit 1	56	55	1	56	56	0	28	27	1	2/3	None	Chrysler Building (EX)
Kv Armor 1	70	69	1	68	67	1	32	30	2	2/3	None	Chrysler Building (EX)

Cm Type Armor (Chemical)

	Stats	Base	Plus	Stats	Base	Plus	Stats	Base	Plus			
Cm Vest 1	16	15	1	16	16	0	11	10	1	2/2	Auto Heal	NYPD #17 Precinct (D2)
Cm Vest 2	31	30	1	35	33	2	23	21	2	2/2	Auto Heal	NYPD #17 Precinct (D3)
Cm Protector	37	36	1	48	48	0	31	29	2	3/3	Auto Heal	Warehouse (D5)
Cm Jacket	42	42	0	50	48	2	33	32	1	2/3	Auto Heal	Chrysler Building (EX)
Cm Suit 1	52	52	0	58	57	1	35	35	0	3/4	Auto Cure	Chrysler Building (EX)
Cm Armor 1	52	52	0	56	55	1	38	37	1	4/4	Auto Heal & Auto Cure	Chrysler Building (EX)
Cm Armor 2	89	88	1	97	96	1	41	41	0	5/6	PE Light & Attack Down	Chrysler Building (EX)

Sp Type Armor (Spectra)

Name	Defense			PEnergy			Critical			Slots	Specials	Location
Sp Vest 1	Stats 22	Base 20	Plus 2	Stats 15	Base 14	Plus 1	Stats 19	Base 18	Plus 1	2/3	None	Central Park (D2)
Sp Vest 2	Stats 50	Base 49	Plus 1	Stats 41	Base 41	Plus 0	Stats 25	Base 24	Plus 1	2/3	None	Chrysler Building (EX)
Sp Jacket	Stats 35	Base 35	Plus 0	Stats 30	Base 29	Plus 1	Stats 26	Base 26	Plus 0	2/3	None	Hospital (D4)
Sp Protector	Stats 39	Base 38	Plus 1	Stats 23	Base 23	Plus 0	Stats 26	Base 26	Plus 0	3/4	None	Warehouse (D5)
Sp Suit 1	Stats 60	Base 58	Plus 2	Stats 52	Base 52	Plus 0	Stats 29	Base 29	Plus 0	2/4	None	Chrysler Building (EX)
Sp Armor 1	Stats 75	Base 75	Plus 0	Stats 70	Base 69	Plus 1	Stats 33	Base 32	Plus 1	2/6	None	Chrysler Building (EX)
Sp Armor 2	Stats 87	Base 86	Plus 1	Stats 80	Base 79	Plus 1	Stats 40	Base 39	Plus 1	2/6	Attack Up	Chrysler Building (EX)

Sv Type Armor (Survival)

Sv Vest 1	Stats 19	Base 18	Plus 1	Stats 16	Base 14	Plus 2	Stats 19	Base 19	Plus 0	2/4	Inventory Bonus (+1)	Central Park (D2)
Sv Protector	Stats 39	Base 38	Plus 1	Stats 36	Base 35	Plus 1	Stats 30	Base 30	Plus 0	2/5	Inventory Bonus (+1)	Museum (D5)
Sv Jacket	Stats 42	Base 42	Plus 0	Stats 40	Base 38	Plus 2	Stats 33	Base 33	Plus 0	2/3	Inventory Bonus (+1)	Chrysler Building (EX)
Sv Suit 1	Stats 47	Base 46	Plus 1	Stats 42	Base 42	Plus 0	Stats 40	Base 38	Plus 2	3/6	Inventory Bonus (+2)	Chrysler Building (EX)
Sv Suit 2	Stats 52	Base 51	Plus 1	Stats 45	Base 45	Plus 0	Stats 41	Base 41	Plus 0	3/8	Inventory Bonus (+2)	Chrysler Building (EX)
Sv Armor 1	Stats 66	Base 65	Plus 1	Stats 62	Base 62	Plus 0	Stats 47	Base 45	Plus 2	2/8	Inventory Bonus (+4)	Chrysler Building (EX)
Sv Armor 2	Stats 79	Base 78	Plus 1	Stats 70	Base 69	Plus 1	Stats 49	Base 48	Plus 1	4/9	Inventory Bonus (+4)	Chrysler Building (EX)

B Type Armor (Bio)

Name	Defense			PEnergy			Critical			Slots	Specials	Location
B Vest 1	Stats 30	Base 29	Plus 1	Stats 35	Base 35	Plus 0	Stats 20	Base 20	Plus 0	2/4	Anti-Poison	Hospital (D4)
B Protector	Stats 33	Base 32	Plus 1	Stats 38	Base 38	Plus 0	Stats 23	Base 22	Plus 1	2/3	Anti-Stiffness	Subway (D5)
B Jacket 1	Stats 44	Base 43	Plus 1	Stats 49	Base 48	Plus 1	Stats 28	Base 27	Plus 1	3/4	Anti-Poison	Museum (D5)
B Jacket 2	Stats 55	Base 55	Plus 0	Stats 62	Base 61	Plus 1	Stats 32	Base 30	Plus 2	2/5	Anti-Darkness	Chrysler Building (EX)
B Suit 1	Stats 48	Base 48	Plus 0	Stats 55	Base 54	Plus 1	Stats 27	Base 27	Plus 0	3/4	Anti-Darkness, Anti-Poison, & Anti-Stiffness	Chrysler Building (EX)
B Suit 2	Stats 70	Base 69	Plus 1	Stats 76	Base 75	Plus 1	Stats 34	Base 34	Plus 0	2/6	Anti-Confusion, AT Down	Chrysler Building (EX)
B Armor	Stats 85	Base 85	Plus 0	Stats 86	Base 86	Plus 0	Stats 45	Base 45	Plus 0	6/6	Anti-Poison, Anti-Stiffness, & Attack Down	Chrysler Building (EX)

Cr Type Armor (Ceramics)

Cr Protector	Stats 41	Base 39	Plus 2	Stats 43	Base 41	Plus 2	Stats 26	Base 25	Plus 1	2/4	HP Up & AT Slow	Chinatown Sewers (D5)
Cr Jacket	Stats 44	Base 43	Plus 1	Stats 45	Base 45	Plus 0	Stats 34	Base 33	Plus 1	4/7	None	Chrysler Building (EX)
Cr Vest 1	Stats 29	Base 27	Plus 2	Stats 24	Base 24	Plus 0	Stats 30	Base 29	Plus 1	2/3	None	Soho (D3)
Cr Vest 2	Stats 46	Base 45	Plus 1	Stats 43	Base 42	Plus 1	Stats 31	Base 31	Plus 0	2/4	None	Museum, 2nd floor (D5)
Cr Suit 1	Stats 65	Base 65	Plus 0	Stats 68	Base 67	Plus 1	Stats 39	Base 37	Plus 2	4/5	HP Up & AT Slow	Chrysler Building (EX)
Cr Armor 1	Stats 92	Base 91	Plus 1	Stats 90	Base 89	Plus 1	Stats 43	Base 42	Plus 1	5/7	HP Up, AT Slow, & Attack Up	Chrysler Building (EX)
Cr Armor 2	Stats 107	Base 106	Plus 1	Stats 104	Base 102	Plus 2	Stats 51	Base 48	Plus 3	7/10	HP Up	Chrysler Building (EX)

Item List

Tool	Moves Equipped Parameter or Effect; stripped item discarded.
Super Tool	Moves Equipped Parameter or Effect; stripped item kept.
Tool Kit	An unlimited supply of Tools.
Super Toolkit	An unlimited supply of Super Tools.
Junk	Broken Item; give to Wayne.
Super Junk	Special Broken Item; useless.
Duper Junk	Special Broken Item; useless.
Ammo Crate	Holds ammunition for guns.
Rocket Crate	Holds rockets for Rocket Launcher.
Maeda Crate	Holds cellular ammunition for Maeda's gun.
Mod Permit	Permit from Baker. Can be used to add a slot to a weapon or a piece of armor.
Rocket (Ammo)	9 Rockets for Rocket Launcher.
Trading Card	Normal Trading Card (serves as Mod Permit).

GSP T Card	Rare Trading Card	Chrysler Building
P38 T Card	Rare Trading Card	Chrysler Building
B-Hawk T Card	Rare Trading Card	Chrysler Building
Kasul T Card	Rare Trading Card	Chrysler Building
PPKS T Card	Rare Trading Card	Chrysler Building
M1 T Card	Rare Trading Card	Chrysler Building
MK5 T Card	Rare Trading Card	Chrysler Building
MP44 T Card	Rare Trading Card	Chrysler Building
BAR T Card	Rare Trading Card	Chrysler Building
MG42 T Card	Rare Trading Card	Chrysler Building
M29 T Card	Rare Trading Card	Chrysler Building
M73 T Card	Rare Trading Card	Chrysler Building
Type38 T Card	Rare Trading Card	Chrysler Building
Type3 T Card	Rare Trading Card	Chrysler Building
Eagle T Card	Rare Trading Card	Chrysler Building

Ammo +6	6 rounds of ammunition for most guns.
Ammo +15	15 rounds of ammunition for most guns.
Ammo +30	30 rounds of ammunition for most guns.
DNA Bullets	Special ammunition for Maeda's Gun.

Healing Items

Medicine 1	Restores 45 HP.
Medicine 2	Restores 90 HP.
Medicine 3	Restores 180 HP.
Medicine 4	Restores 400 HP.
Full Cure	Cures all Negative Status effects.
Full Recover	Restores all HP.
Revive	Restores Life when Aya dies.
Cure-P	Cures and prevents Poison.
Cure-M	Cures and prevents Stiffness.
Cure-D	Cures and prevents Darkness.
Cure-C	Cures and prevents Confusion.

Weapon Power-Ups

Offense +1	Increases Attack Power by 1.
Offense +2	Increases Attack Power by 2.
Offense +3	Increases Attack Power by 3.
Offense +4	Increases Attack Power by 4.
Range +1	Increases Attack Range by 1.
Range +2	Increases Attack Range by 2.
Range +3	Increases Attack Range by 3.
Range +4	Increases Attack Range by 4.

Bullet Cap +1	Increases Bullet Capacity by 1.
Bullet Cap +2	Increases Bullet Capacity by 2.
Bullet Cap +3	Increases Bullet Capacity by 3.
Bullet Cap +4	Increases Bullet Capacity by 4.

Armor Power-Ups

PE +1	Increases PE Defense by 1.
PE +2	Increases PE Defense by 2.
PE +3	Increases PE Defense by 3.
PE +4	Increases PE Defense by 4.

Defense +1	Increases Defense Power by 1.
Defense +2	Increases Defense Power by 2.
Defense +3	Increases Defense Power by 3.
Defense +4	Increases Defense Power by 4.

CR Evade +1	Increases Critical Evasion % by 1.
CR Evade +2	Increases Critical Evasion % by 2.
CR Evade +3	Increases Critical Evasion % by 3.
CR Evade +4	Increases Critical Evasion % by 4.

Special Items

Item Name	Usage	Location
Theater Key	Used to unlock door backstage at Carnegie Hall	Carnegie Hall (corpse)
Rehearse Key	Used to unlock the rehearsal room backstage at Carnegie Hall	Carnegie Hall (Melissa's Diary)
Zoo Key	Used to unlock the Central Park Zoo's gate	Central Park Zoo (Desk)
Hamaya	Good luck charm from Japan (useless)	NYPD #17 (Maeda)

Item Name	Usage	Location
Storage Key	Used to unlock the Weapon Storage room	NYPD #17 Precinct (Interrogation Room)
Locker Key	Used to unlock locker in Precinct	NYPD #17 Precinct (dead cop)
Autopsy Key	Used to unlock the Hospital's autopsy room	Hospital (Morgue)
Elevator Key	Used to unlock elevator to Hospital's roof	Hospital (Sperm Bank)
Gate Key	Used to unlock gate in Subway	Subway (dead cop)
Warehouse Key	Used to unlock door in Warehouse	Warehouse
Mayoke	Helpful Good Luck Charm (useless)	Hospital (Maeda)
Fuse 1	Used to repair the Hospital's fuse box	Hospital (Basement)
Fuse 2	Used to repair the Hospital's fuse box	Hospital (Basement)
Fuse 3	Used to repair the Hospital's fuse box	Hospital (Basement)
Blue Cardkey	Used to unlock the blue door in the Hospital's basement	Hospital (corpse)
Green Cardkey	Used to unlock the green door in the Hospital's lobby	Hospital (Nurse)
Narita	Good Luck Charm (useless)	Chinatown (Maeda)
Klamp Key	Used to unlock door in Museum	Museum (Klamp)
Chrysler Key 1	Used to unlock elevator for floors 1-10	Chrysler Building (10th floor)
Chrysler Key 2	Used to unlock elevator for floors 1-20	Chrysler Building (20th floor)
Chrysler Key 3	Used to unlock elevator for floors 1-30	Chrysler Building (30th floor)
Chrysler Key 4	Used to unlock elevator for floors 1-40	Chrysler Building (40th floor)
Chrysler Key 5	Used to unlock elevator for floors 1-50	Chrysler Building (50th floor)
Chrysler Key 6	Used to unlock elevator for floors 1-60	Chrysler Building (60th floor)
Chrysler Key 7	Used to unlock elevator for floors 1-70	Chrysler Building (70th floor)



[cinema reference]

WARNING! This is a guide to all of the cinemas in Parasite Eve. If you don't want a preview of each of the cool cinema scenes, then don't look at this chapter. It's that simple.

Cinema Reference

Scene 1: Introduction

This is the scene you see at the start of the game. It takes you through New York and past several recognizable landmarks.



Scene 2: Awakening

Eve makes her first appearance in this scene. Talk about a grand entrance!.



Scene 3: Rat Transformation

The mutated rat is the first indication of Eve's strange power to warp and control living creatures.

Scene 4: Eve Evolution

Eve takes on her second form, as Aya stares in disbelief.



Scene 5: Eve and the Alligator

Eve manages to evade Aya and leaves behind a nasty surprise.

Scene 6: Hot Pursuit

A quick demonstration of the amazing driving talent of Daniel Dollis.



Scene 7: Central Park

Eve uses her powers to wipe out a second audience, but this time using a different method than before.



Scene 8: Carriage Ride 1

Eve takes Aya for a carriage ride she won't soon forget.

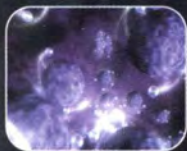


Scene 9: Carriage Ride 2

The horse loses its battle for life and finally succumbs to the flames.

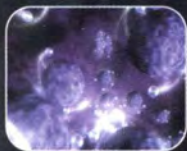
Scene 10: Evacuation

The police attempt to peacefully evacuate all of New York.



Scene 11: Maeda's Cells

Maeda runs a test using some of Eve's cells and a drop of his own blood.



Scene 12: Aya's Cells

Maeda runs a second test using some of Eve's cells and a drop of Aya's blood.



Scene 13: Sheeva Transformation

Sheeva is transformed by Eve's power and becomes the evil Kerberos.



Scene 14: Navy Fighters

The navy launches several fighters to intercept Eve.



Scene 15: Pilot Slimed

Eve uses her powers to take out one of the jets.



Scene 16: Plane Wreck 1

A plane hits the hospital before Aya can get off the roof.



Scene 17: Plane Wreck 2

The plane hits the hospital as Aya leaps to safety.



Scene 18: Sewer Slime

Aya finds the slime hiding inside the city's sewer system.



Scene 19: Pump Activated

Aya pumps the slime out of the city's sewer system.



Scene 20: T-Rex Transformation

Eve brings the bones of a T-Rex to life.



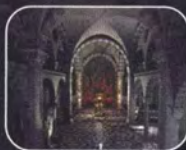


Scene 21: Earthquake

Something causes a large earthquake that destroys some of the fossils in the museum.

Scene 22: Conception

Aya finds a pregnant Eve hidden away in the museum.



Scene 23: Slime Monster

Eve's slime finally pulls itself together and becomes a huge monster.

Scene 24: Navy's Approach

With the sighting of the giant slime monster, the Navy moves in closer to Manhattan.



Scene 25: Navy Inspects Blob

Several Navy choppers fly in close to the now shielded slime creature.

Scene 26: Navy Attacks

The Navy attacks the slime creature with several jets, but with disastrous results.



Scene 27: Preparing for Flight

Aya prepares to join the next offensive in a Navy chopper.

Scene 28: Takeoff

Aya takes off and the flight group flies through the city.



Scene 29: Formation Change

The flight group alters their formation to protect Aya's helicopter.

Scene 30: The Approach

The flight group begins approaching the slime creature.



Scene 31: Another One Down

The slime creature eliminates a third helicopter.



Scene 32: One Left

The slime creature eliminates the last of the helicopters acting as Aya's shield.

Scene 33: Crack Shot

Aya nukes the slime creature into a million, slimy pieces.



Scene 34: Eve Reappears

Eve emerges from the slime creature's remains.

Scene 35: Parachute

Aya leaps from her helicopter to meet Eve face-to-face.

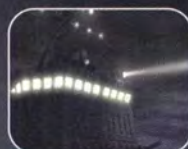


Scene 36: End of Eve

Eve attempts to flee from Aya.

Scene 37: Investigation

The Navy cruisers inspect the remains of the slime monster for any signs of life.



Scene 38: Desperate Measures

Daniel dives from a helicopter to deliver the special ammunition to Aya.

Scene 39: Escape

Aya dives into the ocean as the ship's boiler begins to break apart to escape from the exploding ship.



Scene 40: Sunrise

Aya, Daniel, and Maeda stand on the docks watching the sunrise.

Scene 41: Ending

Aya, Daniel, Maeda, and Ben try to compensate for a ruined Christmas.



[special bonus]

Ending Song Lyrics

Just in case you were curious, we thought we'd add the lyrics for the last song in the game.

Somnia Memorias

Siento que estuve en un viaje
y que vengo de lejos
tanto espere este momento
y no se si fue obra de Dios
o fue mi voluntad.

Y juro que pude escuchar como en sueños
aquella voz que me dijo: Despierta!
Y senti la fragancia
de un sueño perdido

A la deriva entre olas que vienen y van
como sueños mi
puedo traer de regreso a mi
las memorias
que llevo guardadas muy dentro

Ultra somnia, ultra memorias
Arbor sacra, mala dulcem, maturum ferens.
Ultra somnia, ultra memorias

Arbor sacra, mala dulcem, maturum ferens.
Maturum ferens

Si no hay mas nada que hacer,
Soro ver la tristeza
Si no hay mas nada que hacer
sino solo esperar lo que venga y nos llegue
a pasar

Tan solo esperar que termine la fiesta
y nuestra historia se vaya borrando
y nos deje sin nada poder esperar.

A la deriva entre olas que
vienen y van
como sueños mil
puedo traer de regreso a mi
las memorias
que tengo guardadas muy dentro.

Alicubi apud memorias longinquas
Aliquid intra me espergiselt.

Amorem indulgentiam,
maerorem dolorem conguoscebit
Omnia terminabit.

Eras semper prope me
Luro ut esses prope me.
Puedo jurar que estuviste si,
cerca de mi.

Hay que entender
y comprender
Cuando el pecado nos cubra con su cancion,
La tierra sufrirá, sufrirá, sufrirá, de verdad.
Hay que entender, entender.

No olvides, no
Nunca jamas.
Que cielo y tierra, el mar y el sol la vida
nos dan.
Cuando el color de la maldad
llene esta tierra verás el Dies Irae
y todo se acabará.

Words and Music by **Yoko Shimomura**

Translation and Adaptation by **Raul Ferrando**

Song by **Shani**



Square Electronic Arts Game Tips

Game Tips are available for all Square Soft PlayStation titles; 1-900-407-RLUE (1-900-407-5583) \$.95/min. Automated Tips, \$1.25/min. Live Assistance. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available **Monday-Friday, 8am-5pm, Pacific Standard Time.**

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